



Supervised by
Yoo Chang-Hyuk 9 Dan Pro

Learning Baduk step-by-step

LEVEL UP!

2





Supervisor, Yoo Chang Hyuk 9 Dan Pro

1991 Won Kiseong
1992–94 Won Wangwi
1993 Won Fujitsu Cup
1993–1997 Won Jinro Team Game Cup
1996 Won Ing Cup
1999 Won Fujitsu Cup
2000 Won Samsung Cup, Nongshim Team Game Cup
2001 Won Chunlan Cup
2002 Won LG Cup, Nongshim Team Game Cup
2004 Opened Yoo Chang-Hyuk Dojang (very strong students study there to become a Baduk Professional)

Besides, he finished 2nd place 9 times in international tournaments and won 17 times a national tournament. Currently he is also a main commentator in Baduk TV.

LEVEL UP 

NAME :



BADUKTOPIA

Foreword

Baduk was invented several thousands years ago. It was one of the Four Great accomplishments that a gentleman was expected to learn: Geomungo (traditional Korean zitherlike instrument), Baduk, calligraphy and painting. Playing Baduk indicated a high social standing. In the late 20th century, fast industrialization gave ordinary people time to enjoy leisure activities. Thus the culture of the high society became the culture of the masses and Baduk became one of the most important leisure activities. Furthermore Baduk aids mental health for adults and improves the concentration and thinking ability of children. In the 1990s Korea became one of the strongest nations in the Baduk world, the Department of Baduk Studies was established, Baduk TV began and the cultural and educational foundations for Baduk in Korea were laid. Especially when more people found out that Baduk helps children learn, it became an activity in special education programs at elementary schools. All over Korea the number of Baduk schools increased dramatically.

I became interested in Baduk education, founded a Baduk school and, over 15 years, taught hundreds of children. To improve my ability to teach children, I went to Myongji University and graduated in Baduk Studies. I realized that systematic books for good Baduk training were missing. Nowadays there are five levels of Baduk books (introductory, basics, beginners, intermediate and advanced). The teachers can choose a good level for their students. However, analyzing the books showed that there are serious problems concerning the content and the level. In the same book, some problems are too easy, others are too difficult. These are not the best materials for students, as it makes students and teachers less interested in Baduk.

I recognized, that systematic books were needed. While teaching and studying, I collected material and then published this series to help children learn Baduk easily – step by step. Even if it is not perfect, I hope my effort will help to develop Baduk education.

March, 2008 LEE Jae-Hwan

Level Up 2 Educational Goals

Train thinking and behaving habits.



The more you use your brain, the better it works.

Level 2



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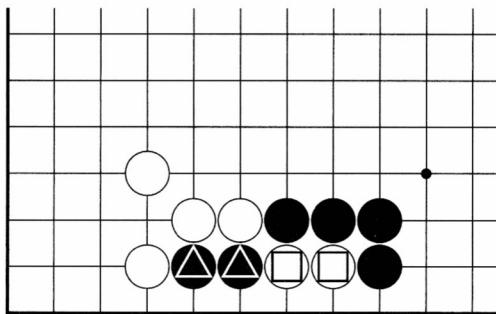
11. Blocking the Way Out Reducing liberties while blocking the escape route.	Math ability	84
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20. How to Answer Understanding the basics of the answering method. Studying Baduk at Myongji University Opening Samples Level Tests	Judgment General knowledge Strategy General thinking	147 90 36, 77, 146 152

Glossary

Baduk Terms

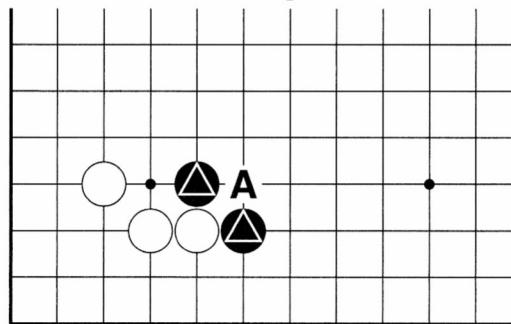
Capturing Race

A fight for liberties. Both players try to capture each other.



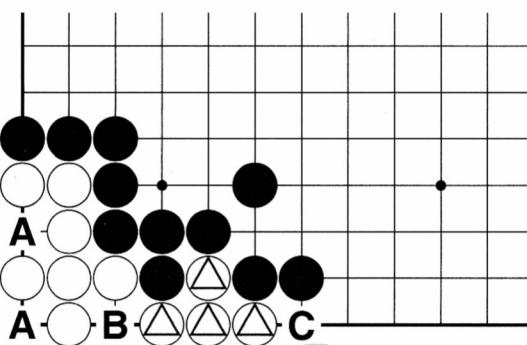
Connect & Cut

Connect: A move which joins separate stones into one group. Black can connect the \triangle stones at A. **Cut:** Separating the opponent's stones. White can cut the \triangle stones at A.



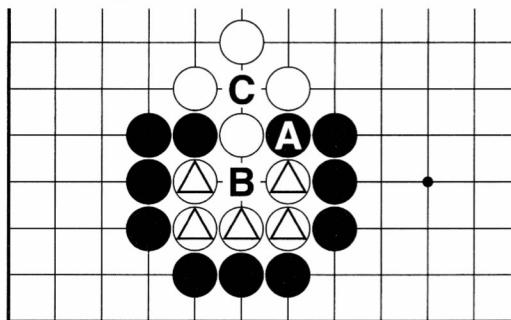
False Eye & Real Eye

White has two real eyes at A and a false eye at B. If Black plays atari at C, the false eye has to be filled to save the \triangle stones.



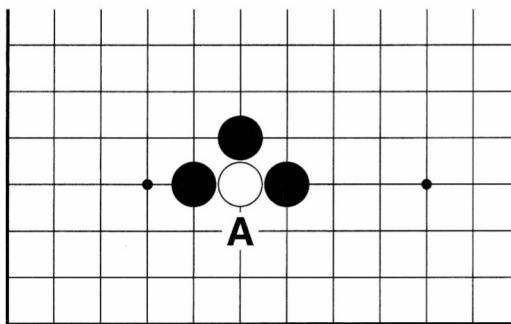
Chokchoksu (Cutting off the Tail)

A capturing method in which the opponent is short of liberties. Black wants to capture the \triangle stones in chokchoksu by playing at A. If White defends at B, Black can capture even more stones at C.



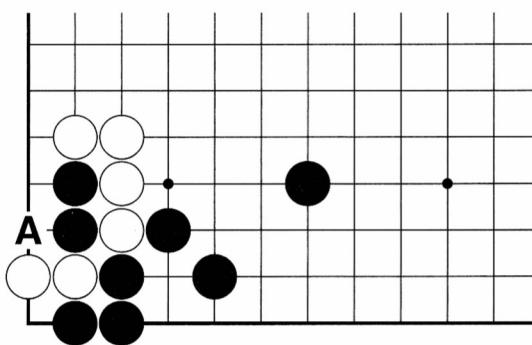
Atari (Dansu)

When only one liberty is left, the white stone is in atari.



Jachung

A move that takes one's own liberty. If that leaves just one liberty, it can be called self-atari. If Black plays at A, it is jachung and Black loses the capturing race.

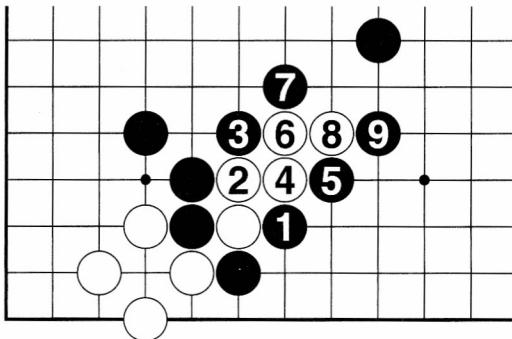


Glossary

Baduk Terms

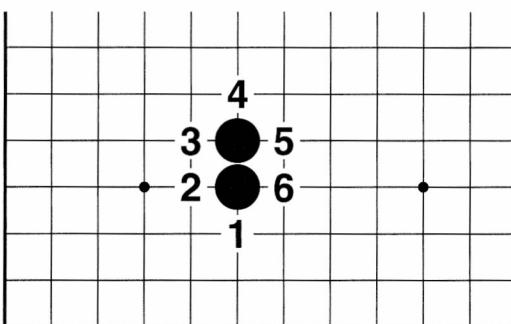
Ladder

Capturing technique which creates a typical shape of a ladder or staircase. Black can capture in a ladder by repeatedly playing atari while allowing the opponent no more than 2 liberties.



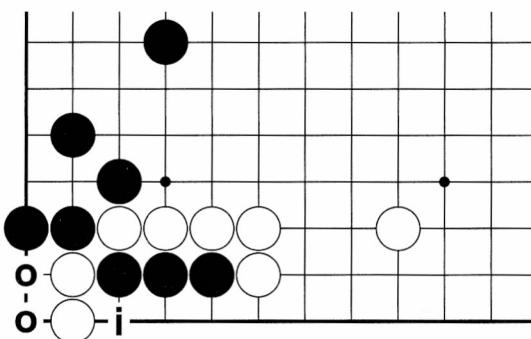
Liberty

The ways out of a stone. 1 through 6 are the liberties of the black stones.



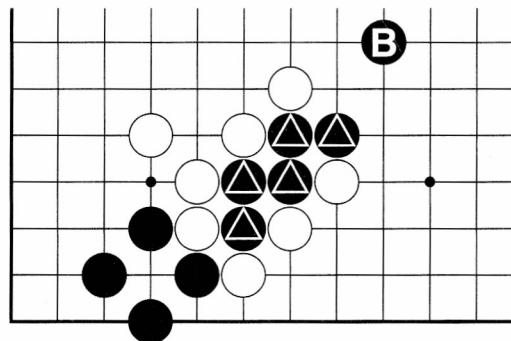
Outside & Inside Liberty

In the capturing race Black better fills the outside liberties at 'o' first before filling the inside liberty at 'i'.



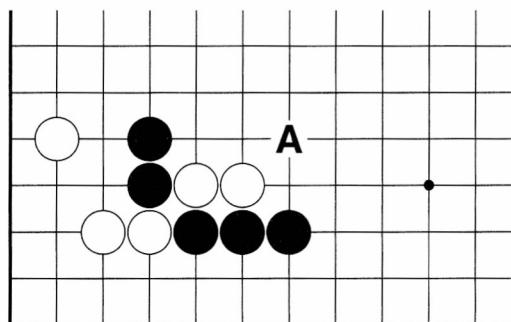
Ladder Breaker

A stone that breaks the ladder. Because of the ladder breaker at B, White cannot capture the \triangle stones in a ladder.



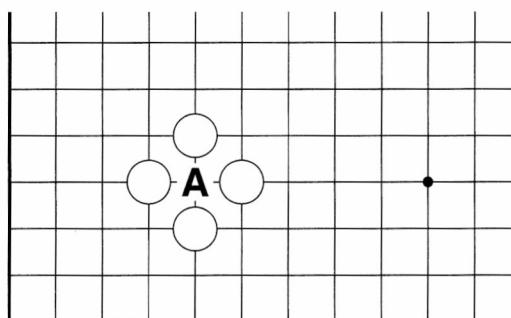
Net

A method of capture by loosely surrounding the target stones. Black can capture two white stones in a net at A.



Suicide

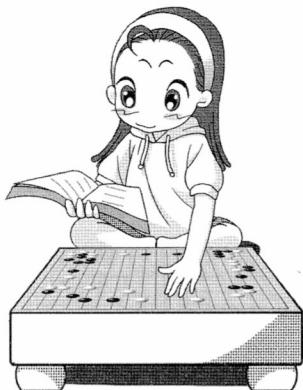
An illegal move. Placing a stone, that doesn't have any liberties and doesn't capture any stone. A Black move at A is suicide and thus is not allowed.





How to Study Baduk as a Beginner

Many Baduk players want to improve quickly their Baduk strength, but do not know how to study it. Here we want to give you some advice.



In the “Level Up” book series the basic concepts are explained very shortly but in detail in many different chapters. Additionally, comics illustrate the main content as well as entertain especially the young Baduk students.

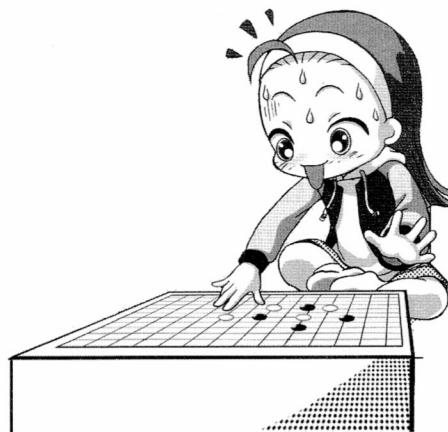
Furthermore, many problems are given in which you can apply the theories you have studied before. In Korean Baduk schools the education focuses on solving problems. If you want to check the solutions, they are given as pdf-file at our homepage: www.baduktopia.com

Additionally, we recommend playing as many games as possible to practice the gained knowledge.

Last but not least, don't forget to enjoy Baduk, no matter you win or lose a game.

To put it in a nutshell, you should use this work-book as follows:

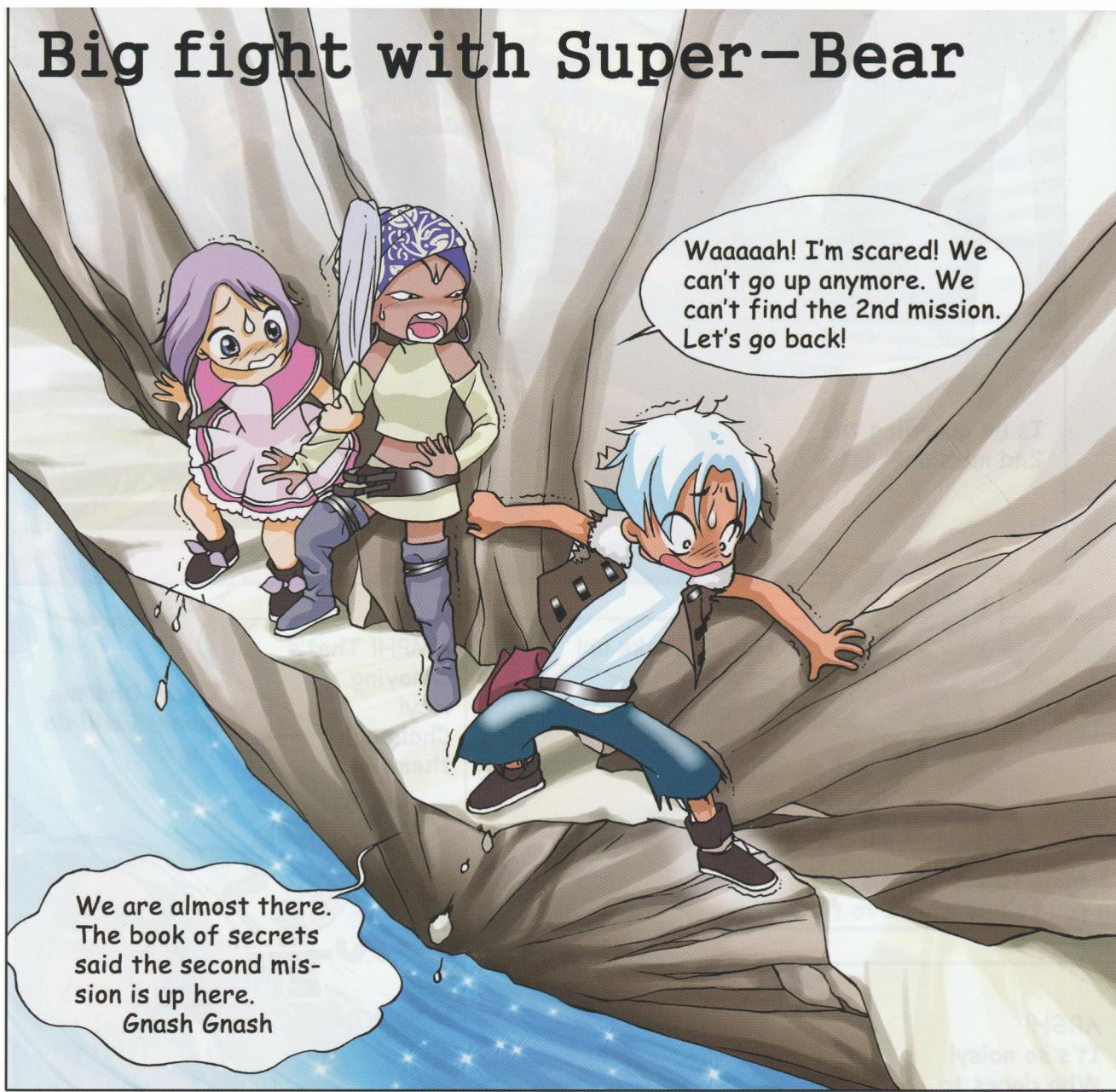
1. study the explanations to learn some basic Baduk concepts,
2. solve many problems to apply the new knowledge,
3. play many games to practice it and
4. enjoy, no matter how complicated it sometimes seems to be!

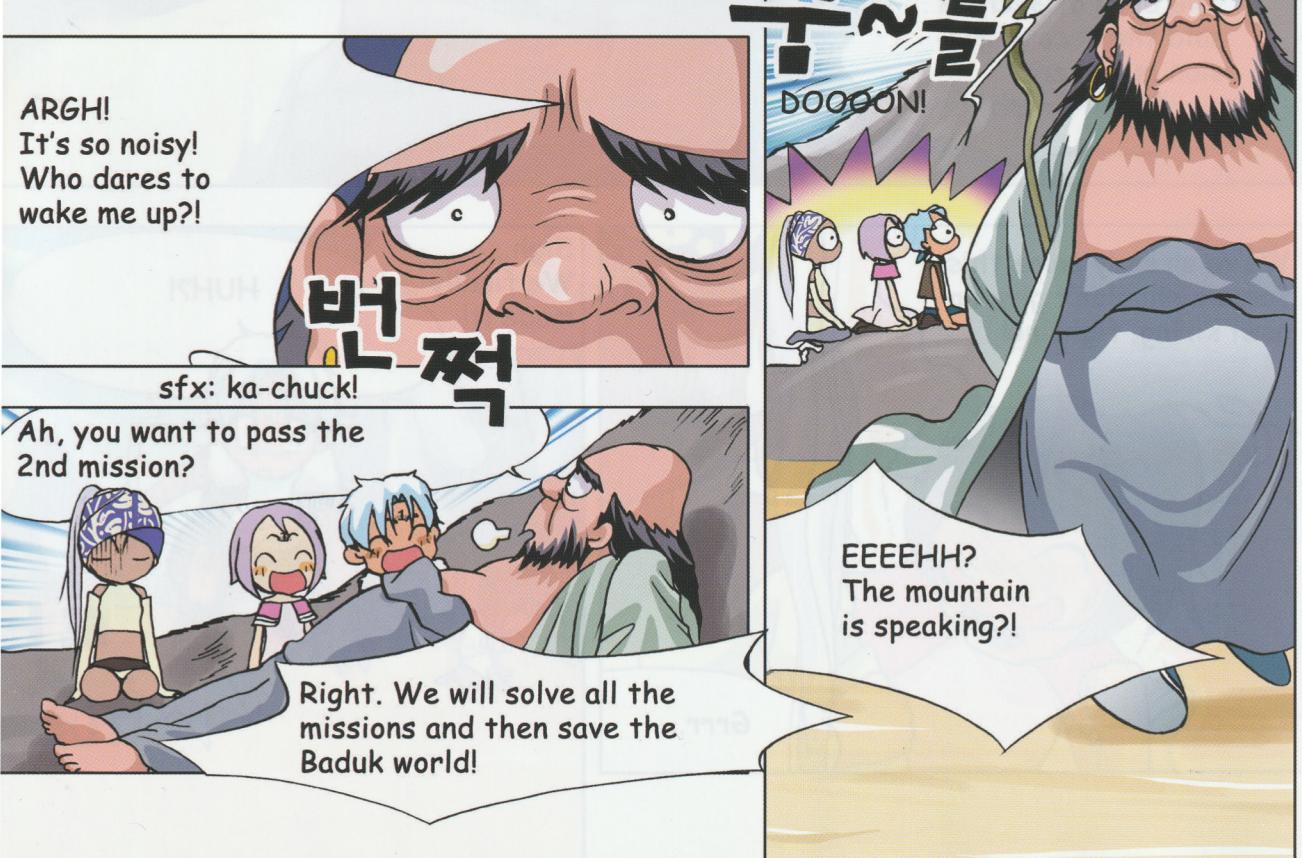
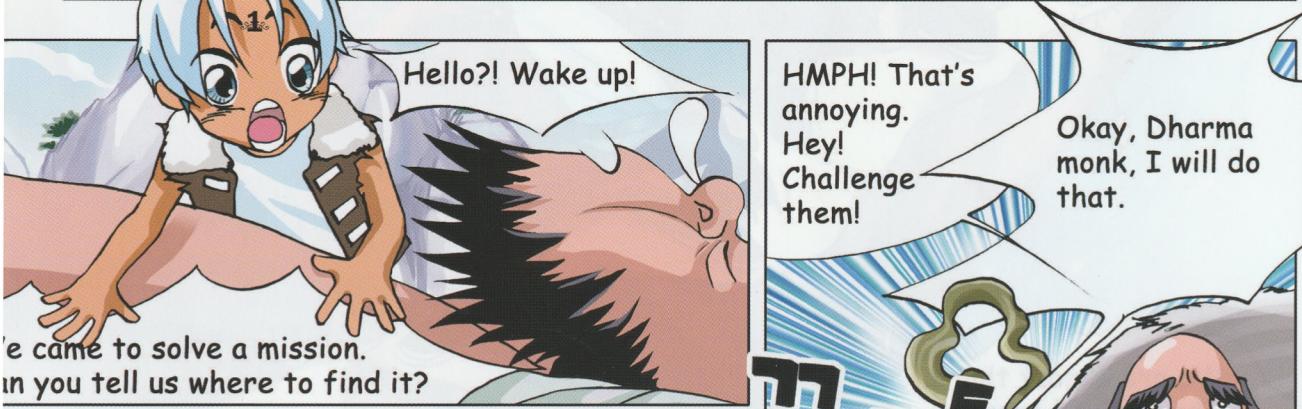


It is true, Baduk is difficult to master, but it is easy to learn!



Big fight with Super-Bear



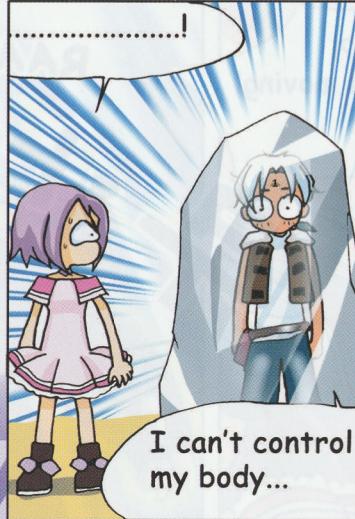




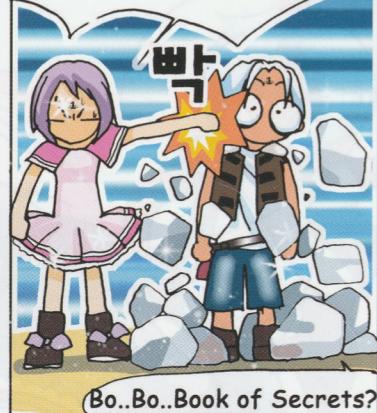
The second mission is a
capturing race!
It's fighting for liberties!



eer..eer.. The fight has started. Don't freeze!



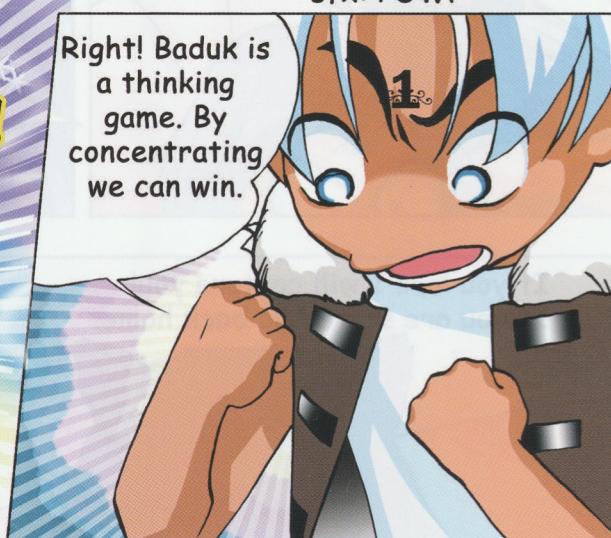
Don't be scared! It's dangerous, so we should have a look at the book!



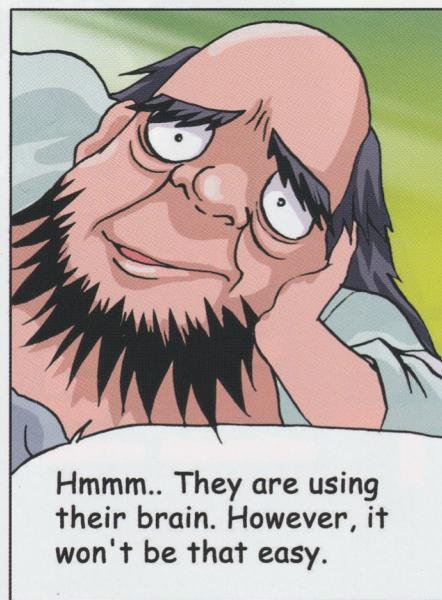
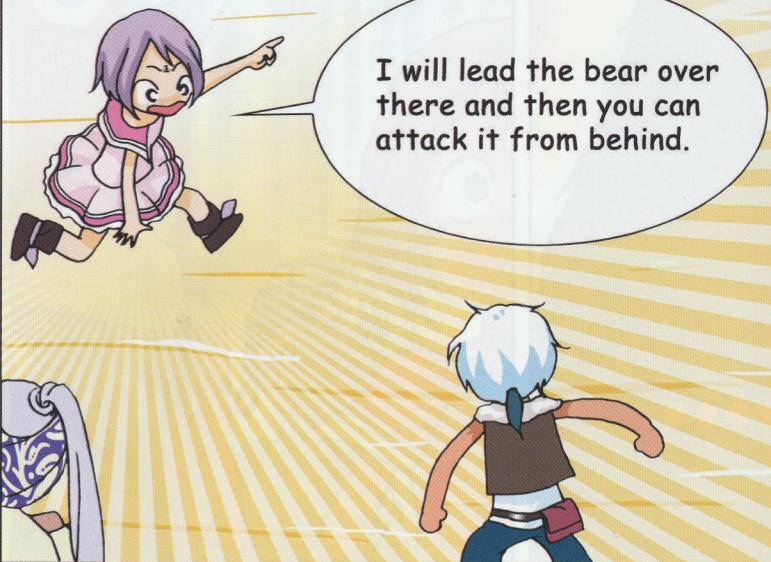
생각을 해야 이기는 법!
바깥쪽에서
활로를 줄여라.

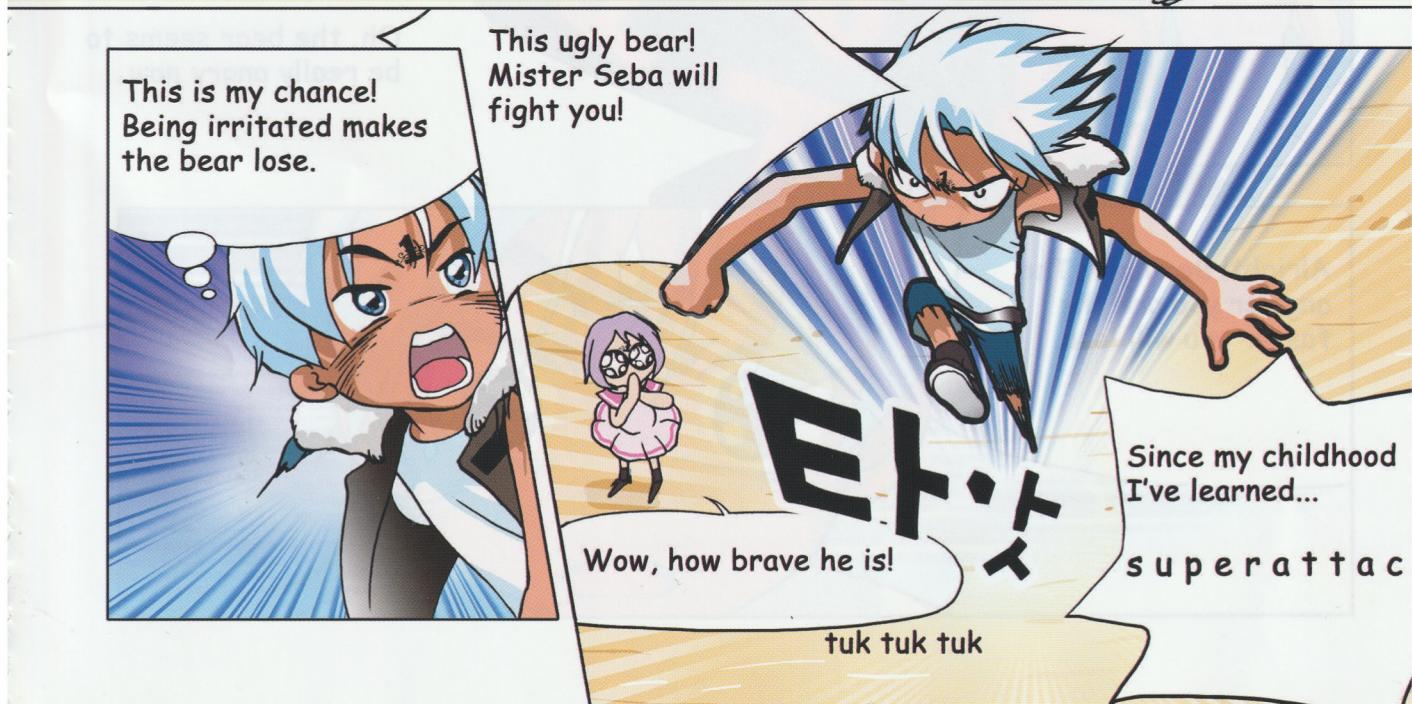
You should think how you can win!
Reduce the outside liberties first.

Right! Baduk is a thinking game. By concentrating we can win.

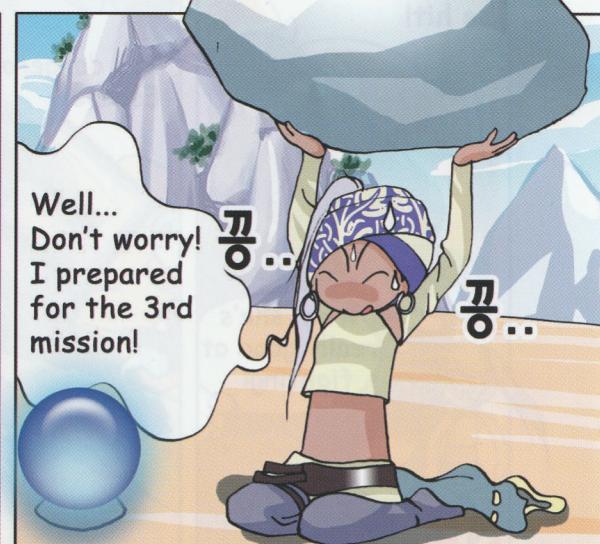


I will lead the bear over there and then you can attack it from behind.









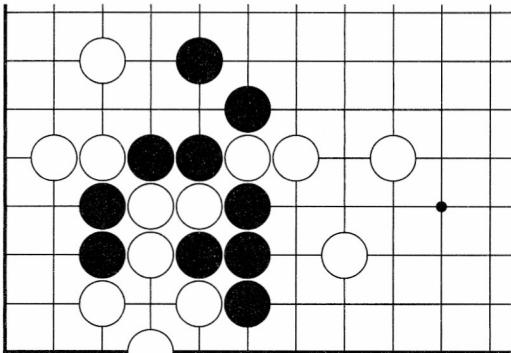


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Capturing and Saving



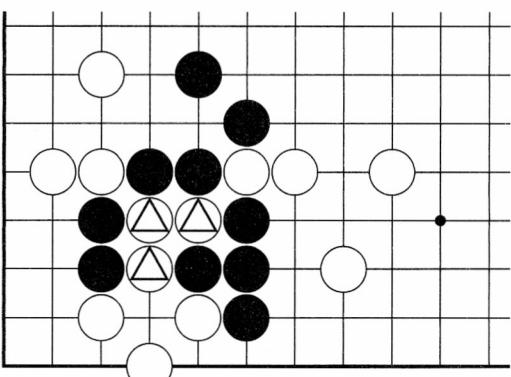
Situation 1



What can Black capture? Black has to find some white stones in atari (dansu).



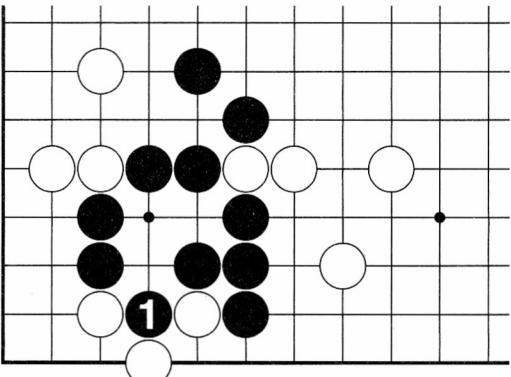
Diagram 1-1



Ah! The  stones are in atari!



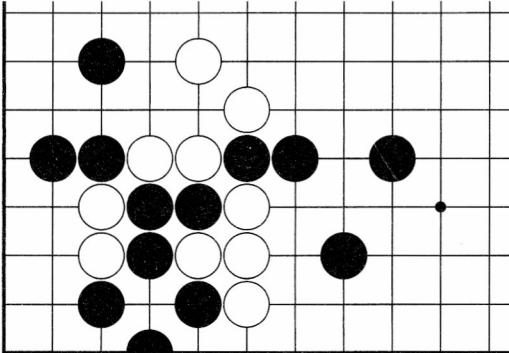
Diagram 1-2



Black can capture White by playing ①!



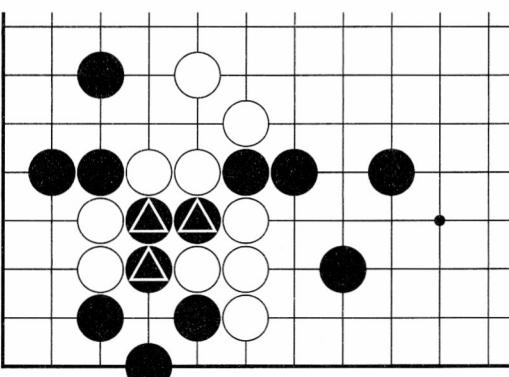
Situation 2



Are there any black stones to save? Black has to find own stones in atari.



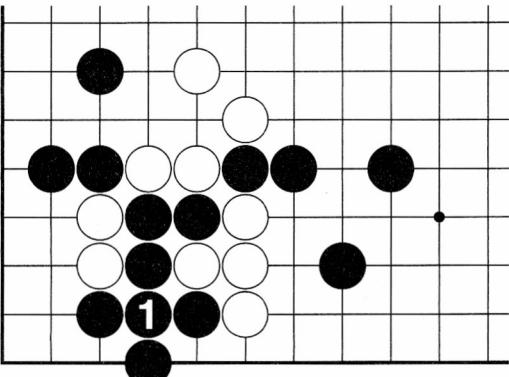
Diagram 2-1



Oh! The  stones are in atari.



Diagram 2-2



Black can save stones by playing ①!

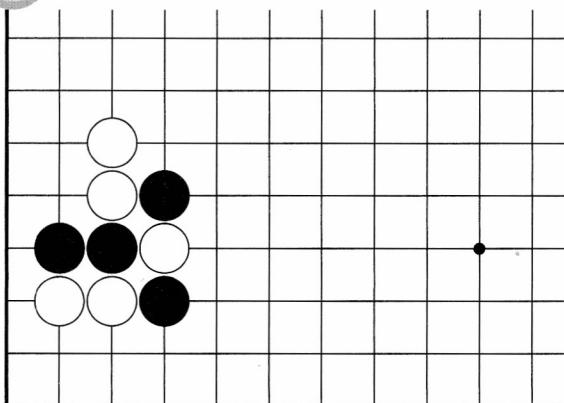
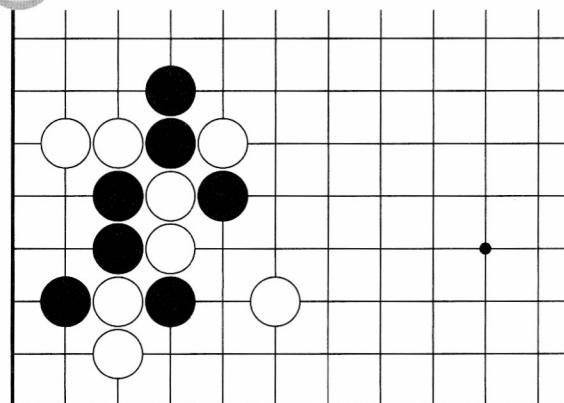
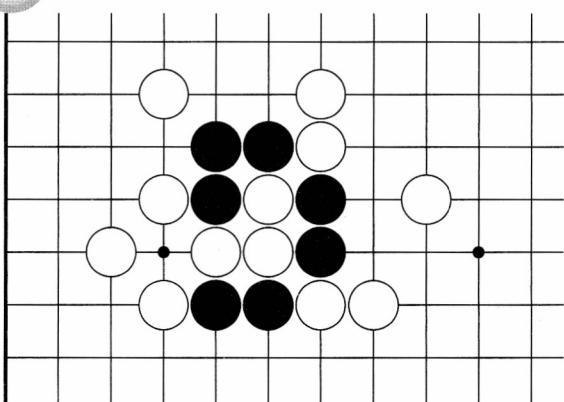
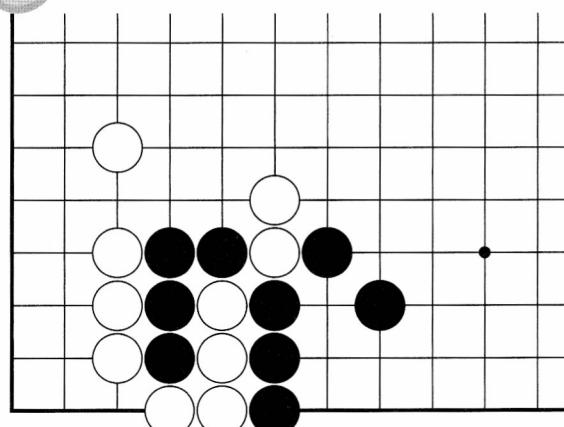
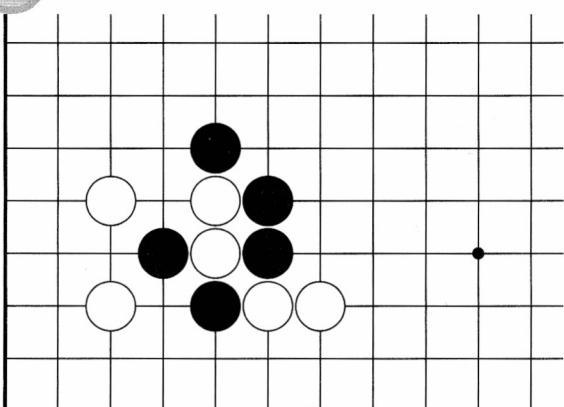
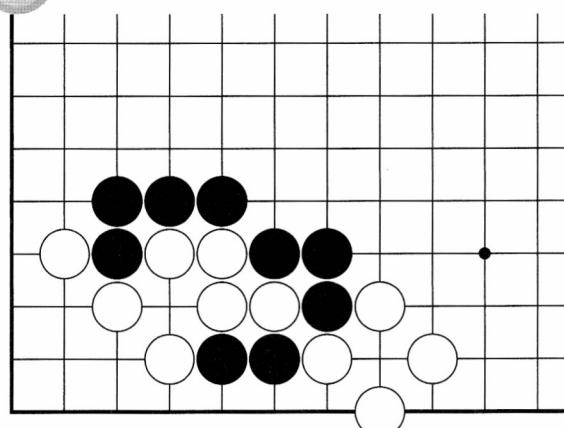
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Capturing (Review)



Spatial sense

Find white stones in atari (dansu) and capture them.

1**2****3****4****5****6**

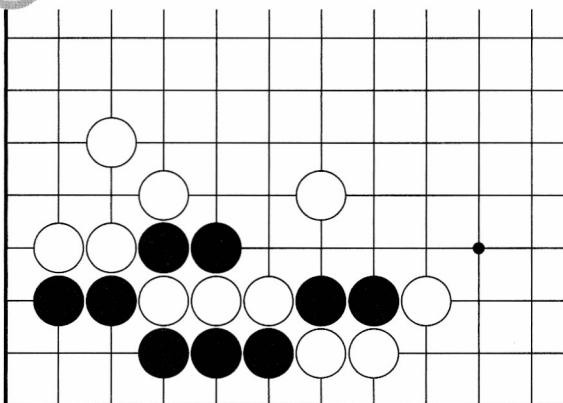
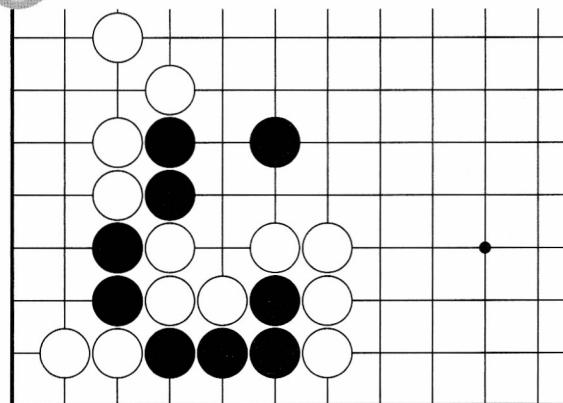
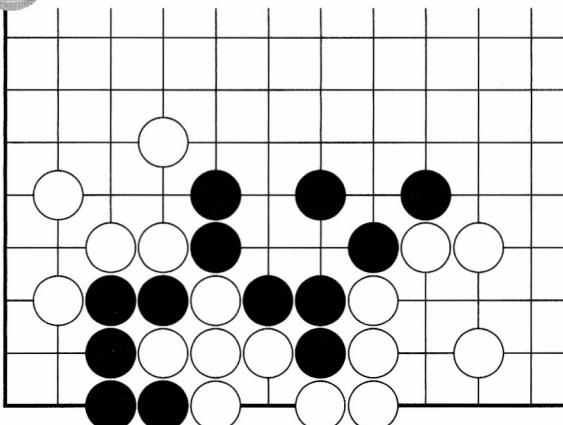
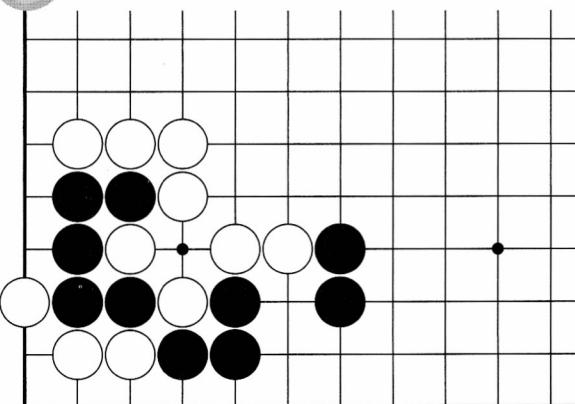
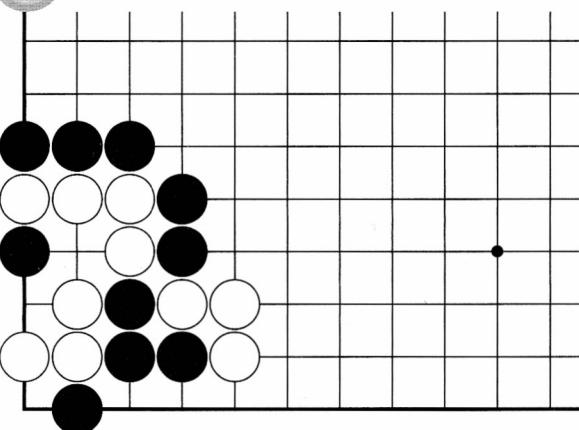
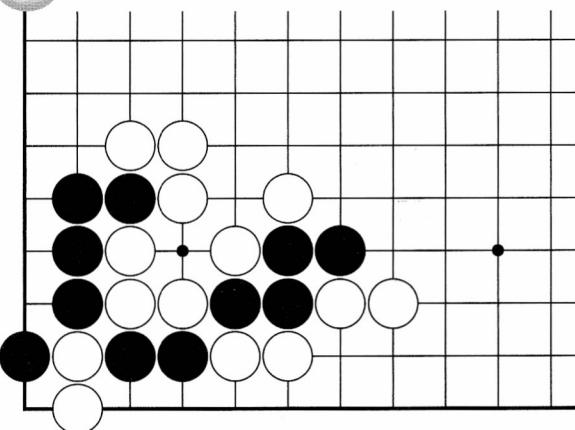
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Capturing (Review)



Spatial sense

Find white stones in atari (dansu) and capture them.

7**8****9****10****11****12**

1

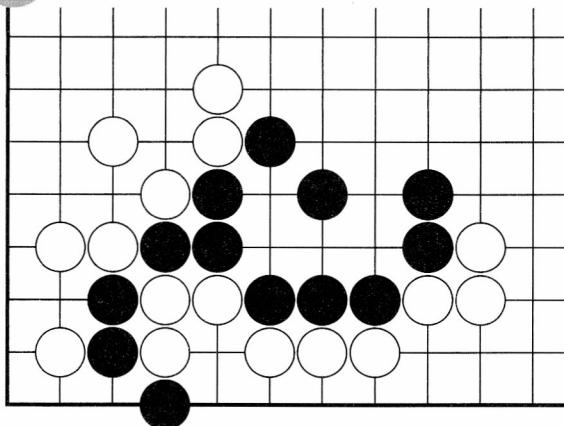
Capturing (Review)



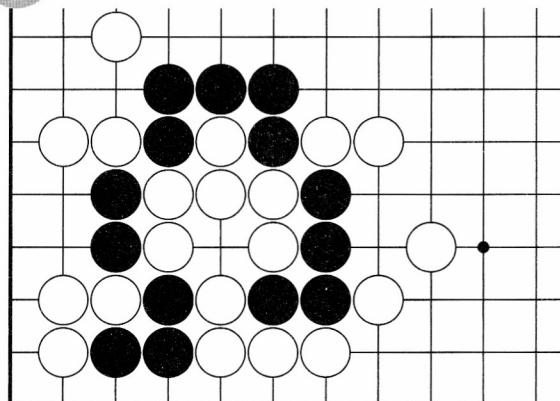
Spatial sense

Find the white stones in atari (dansu) and capture them.

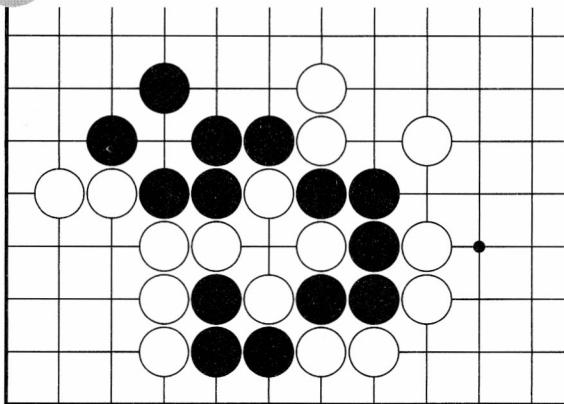
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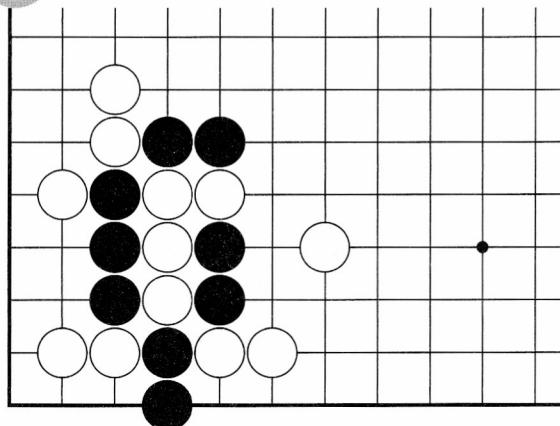
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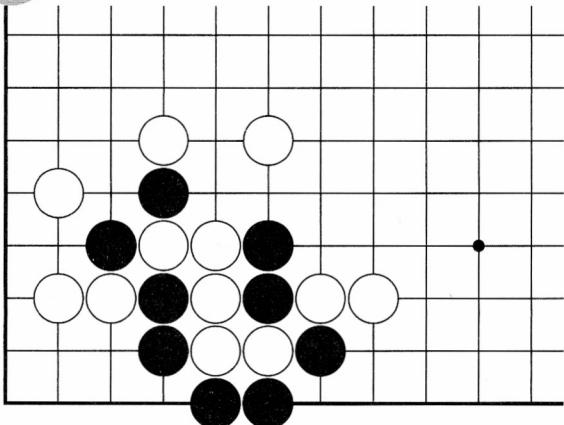
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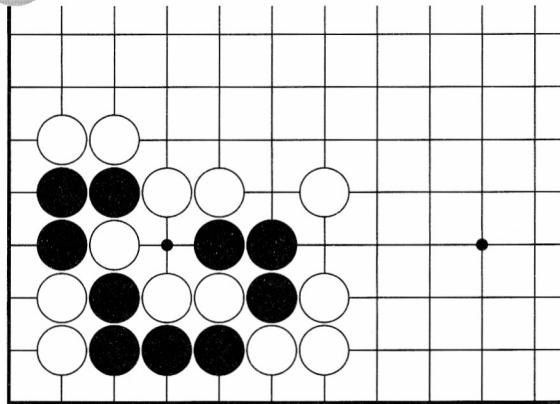
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18



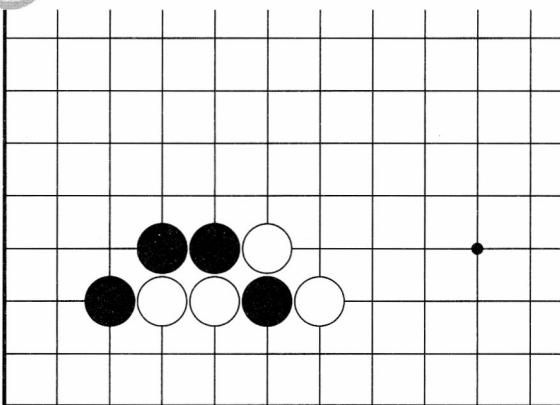
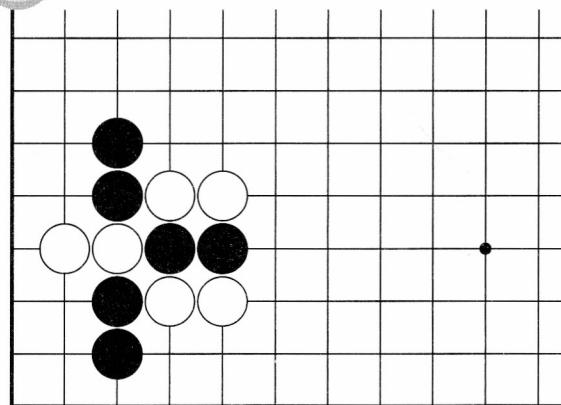
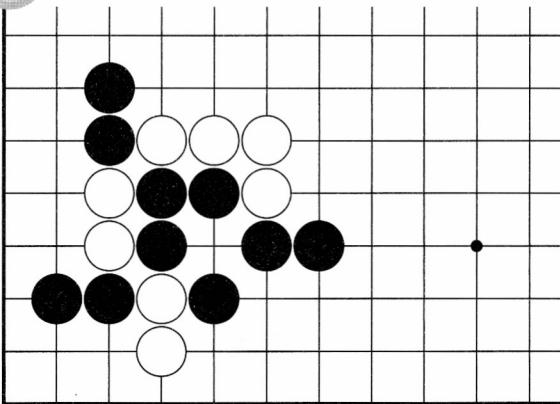
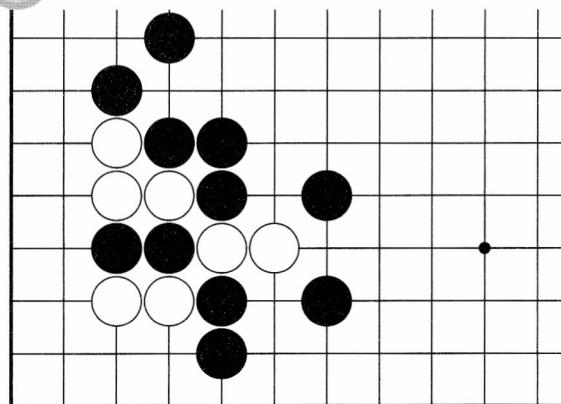
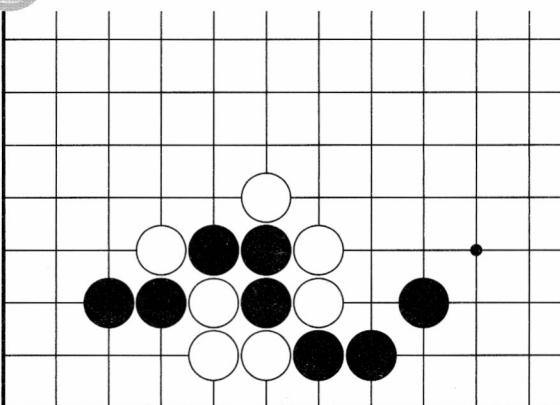
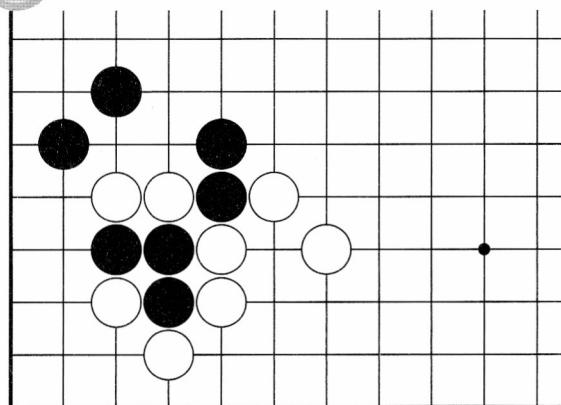
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Saving (Review)



Spatial sense

Find the black stones in atari (dansu) and save them.

1**2****3****4****5****6**

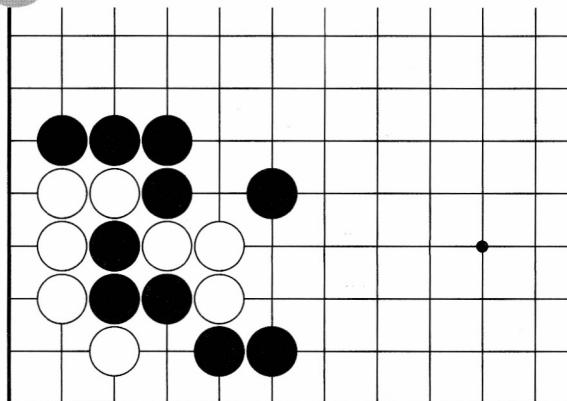
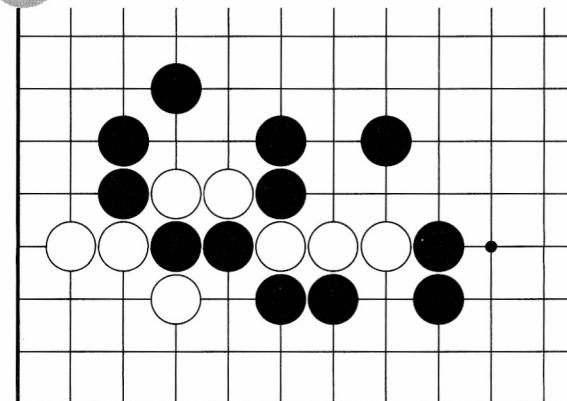
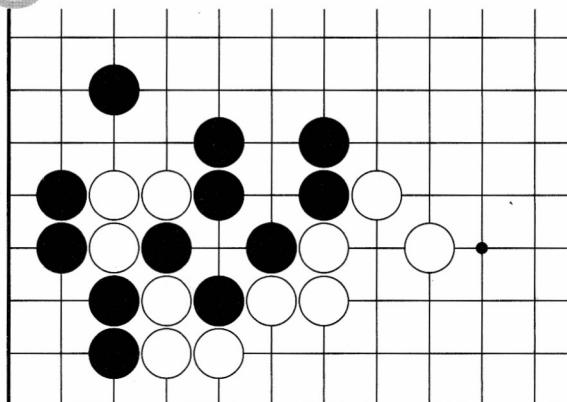
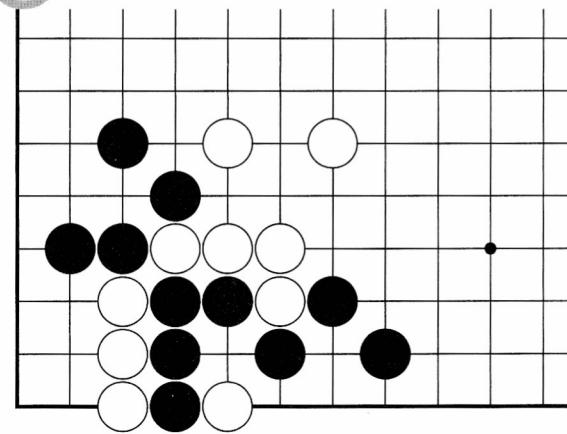
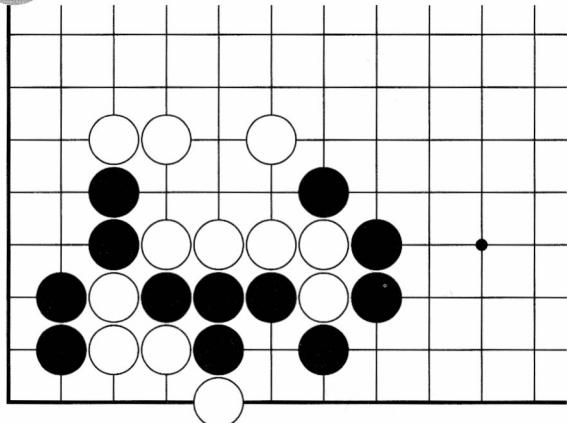
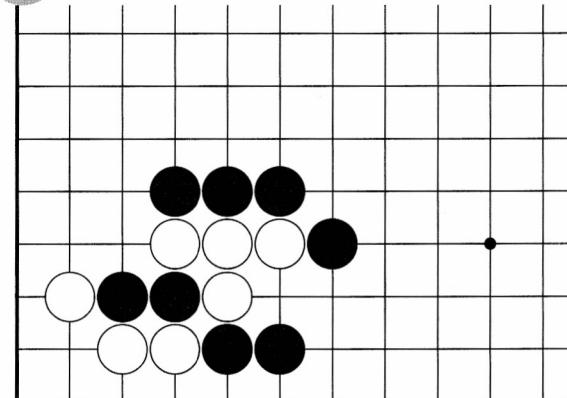
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Saving (Review)



Spatial sense

Find the black stones in atari (dansu) and save them.

7**8****9****10****11****12**

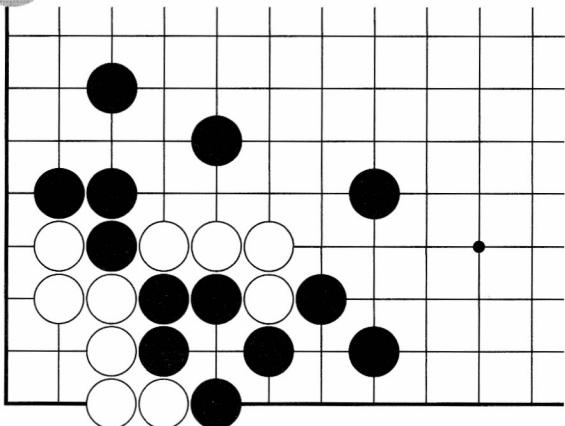
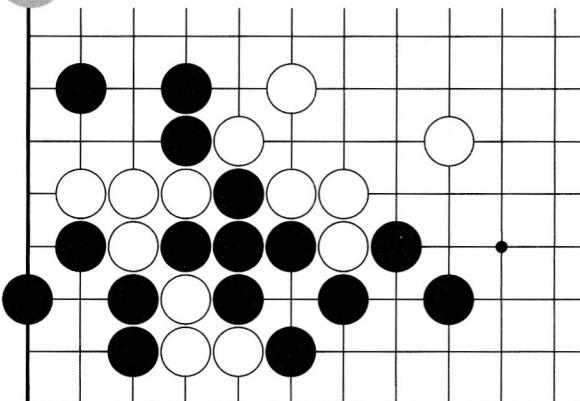
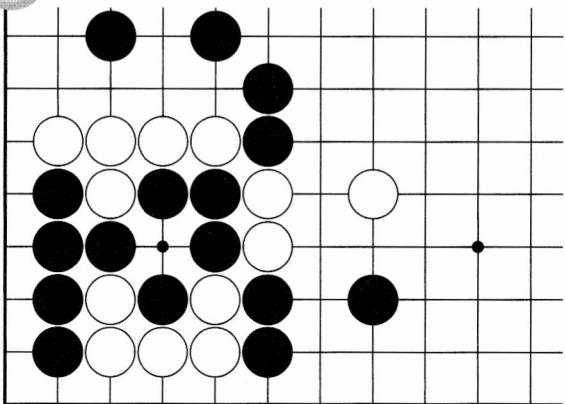
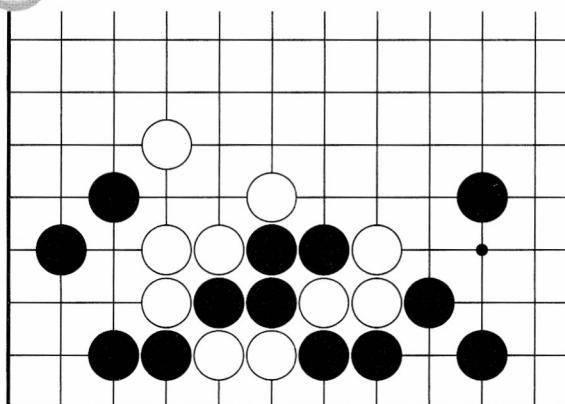
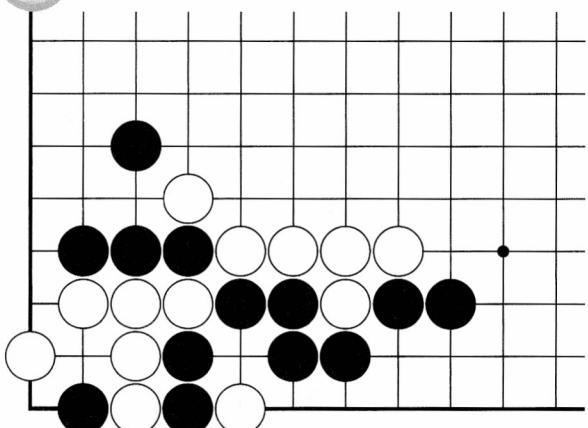
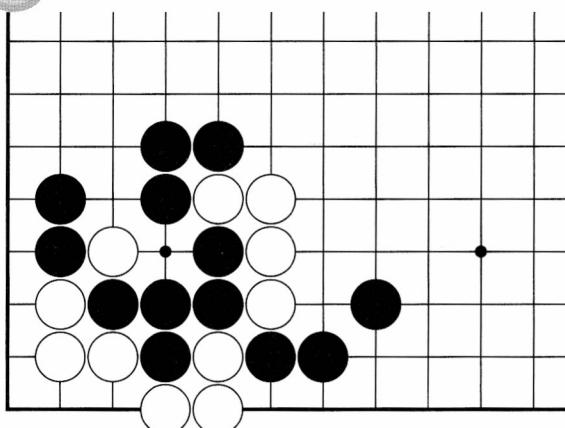
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Saving (Review)



Spatial sense

Find the black stones in atari (dansu) and save them.

13**14****15****16****17****18**

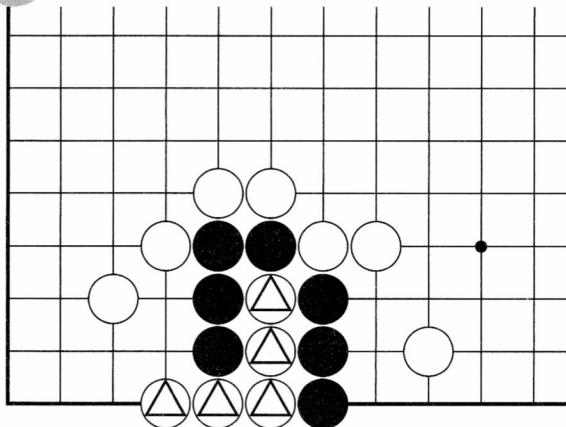
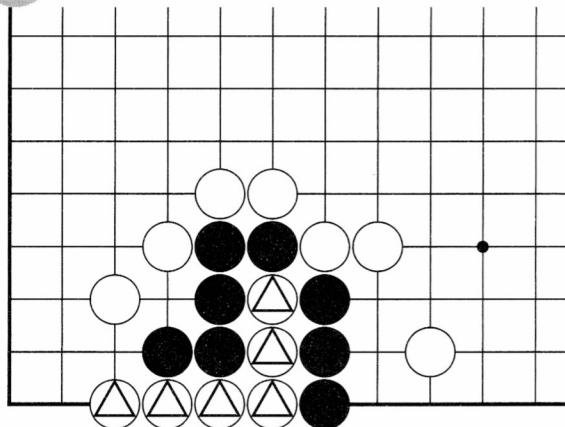
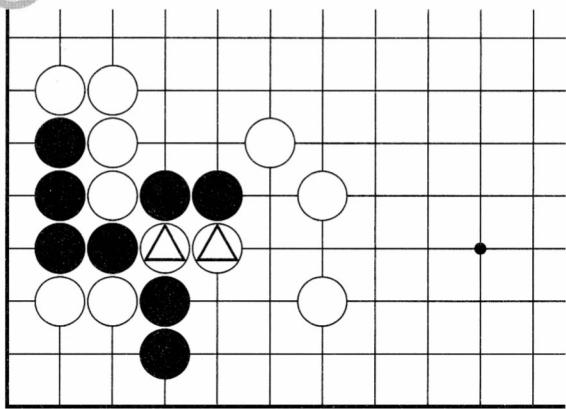
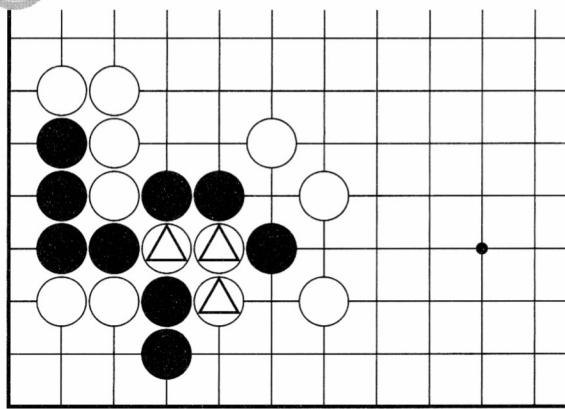
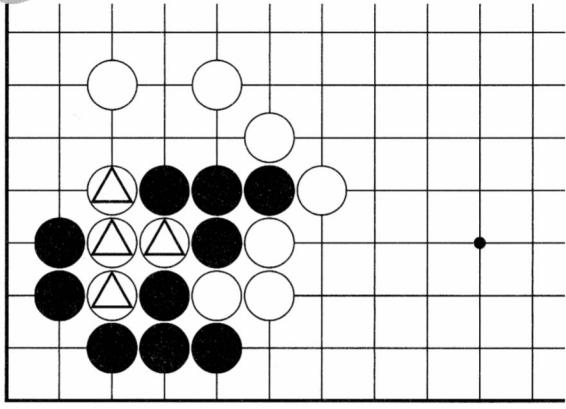
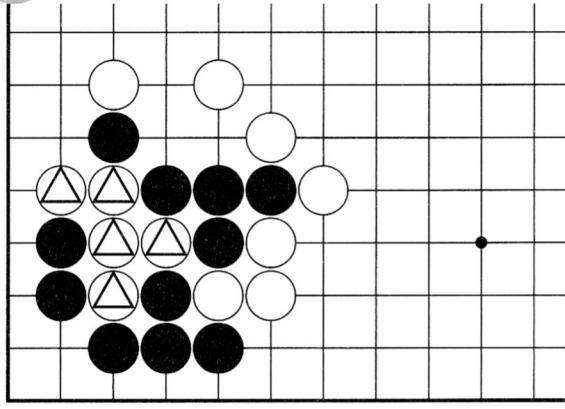
2

Atari to the Line of Death



Thinking power

Capture the stones by playing the right atari.

1**2****3****4****5****6**

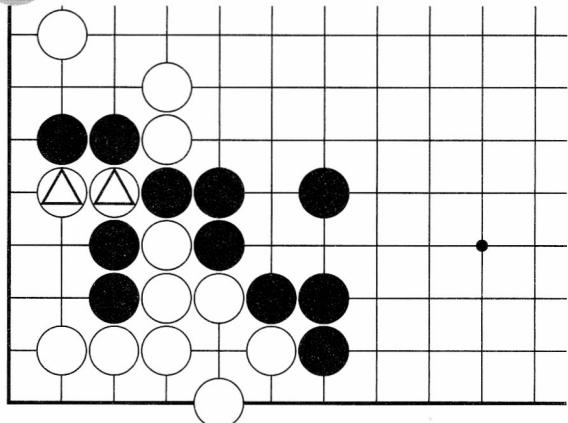
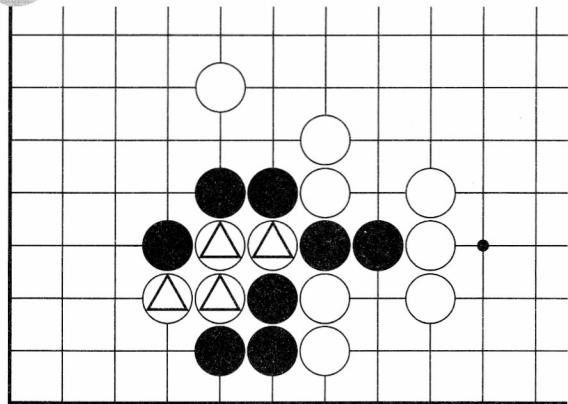
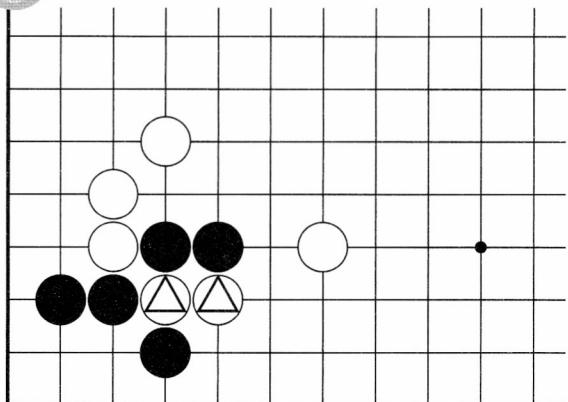
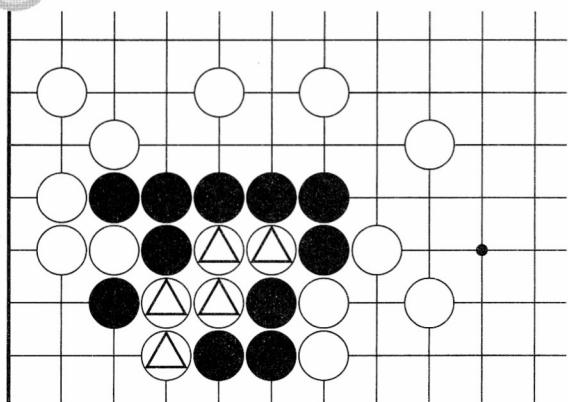
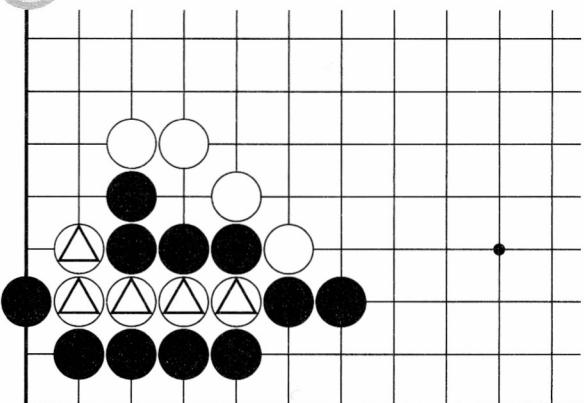
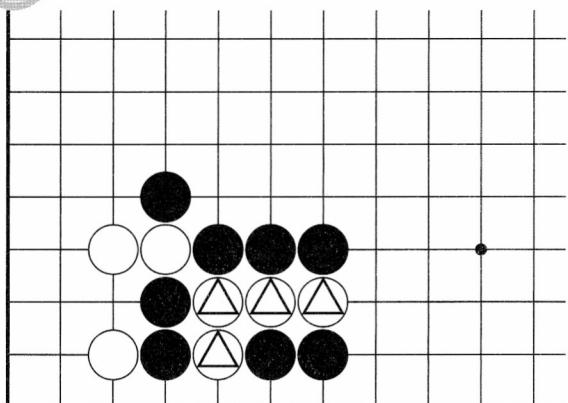
2

Atari to the Line of Death



Thinking power

Capture the stones by playing the right atari.

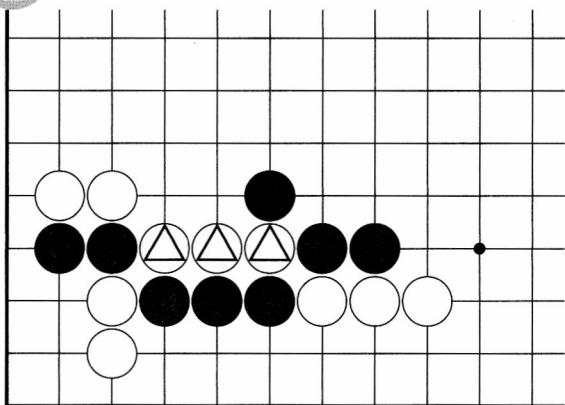
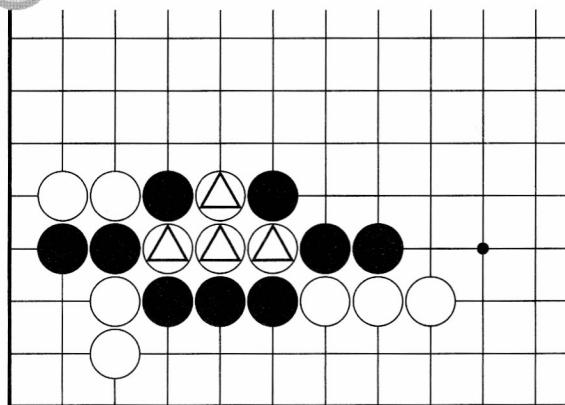
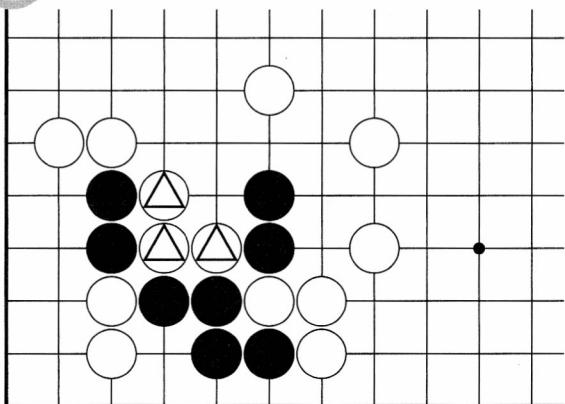
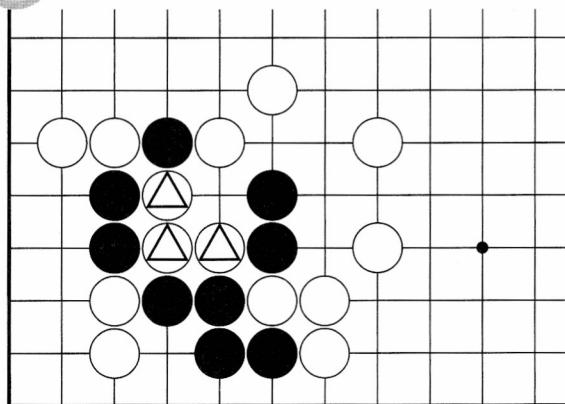
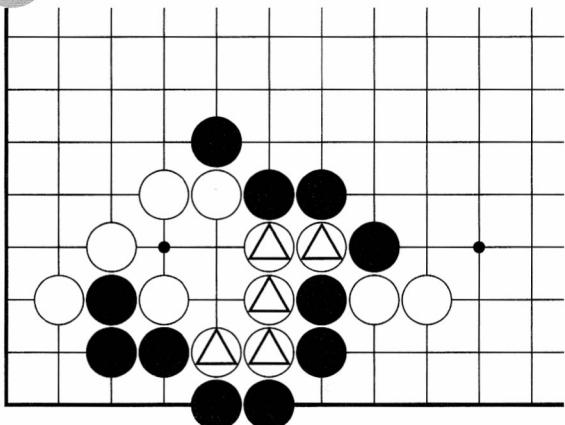
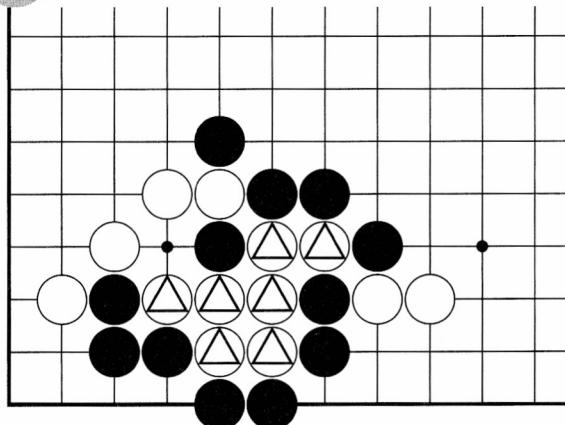
7**8****9****10****11****12**

2

Atari while Cutting

Thinking
power

Capture the stones by playing the right atari.

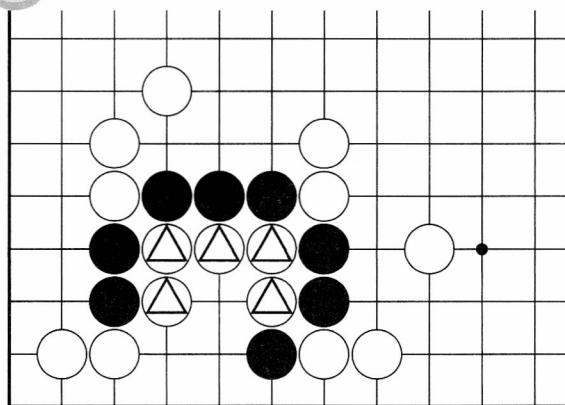
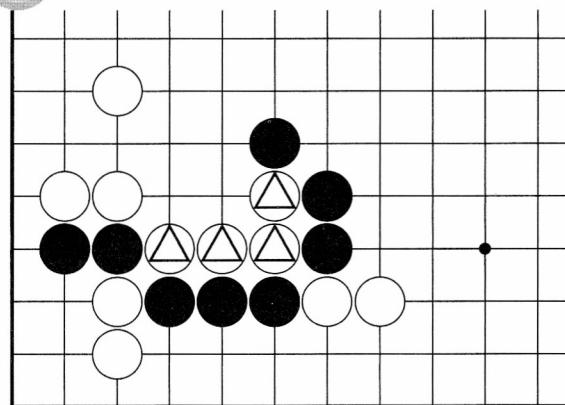
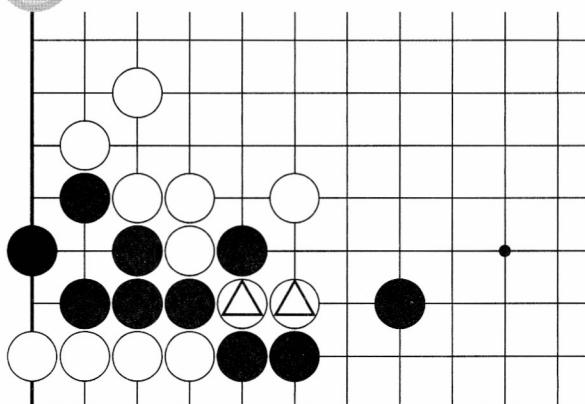
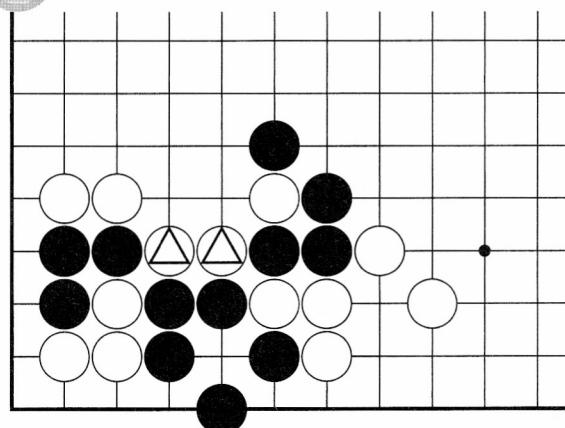
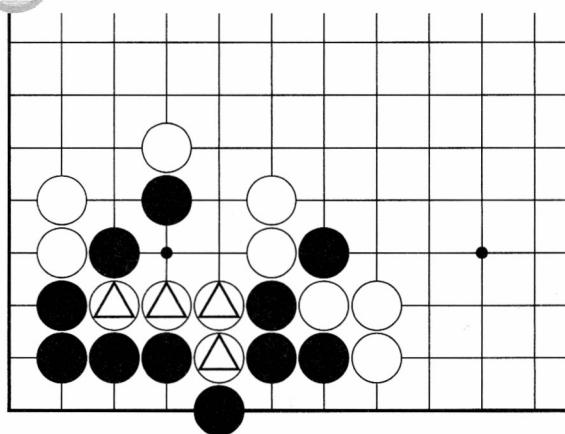
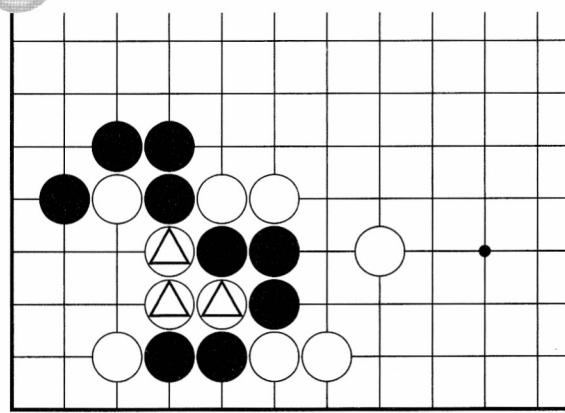
1**2****3****4****5****6**

2

Atari while Cutting

Thinking
power

Capture the stones by playing the right atari.

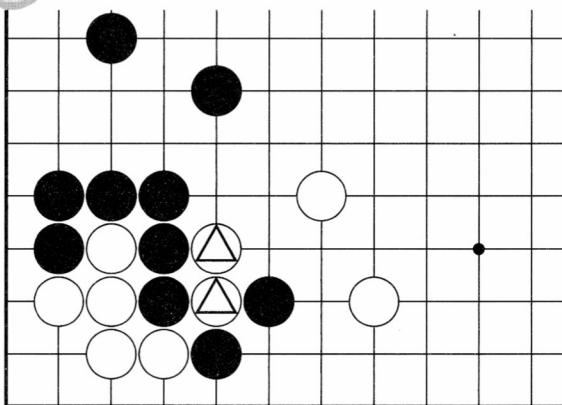
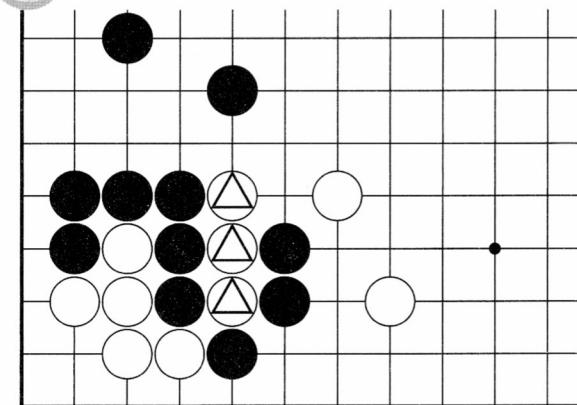
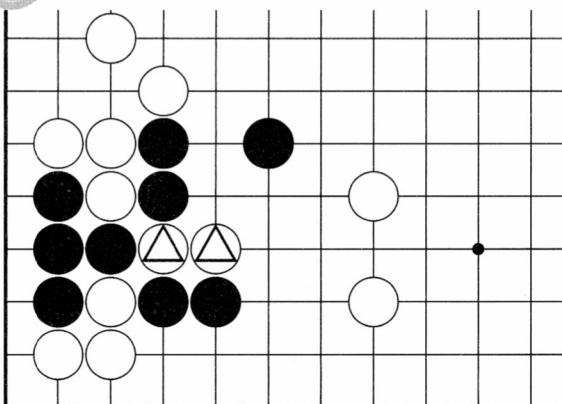
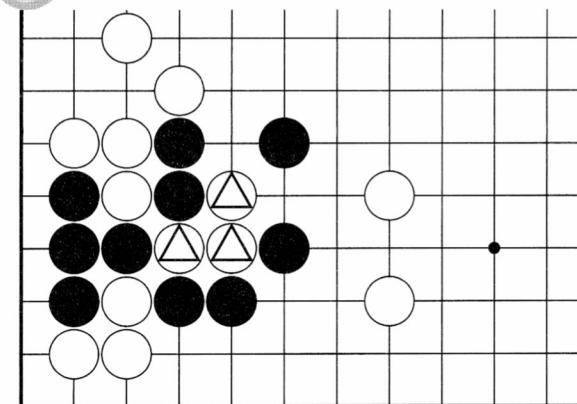
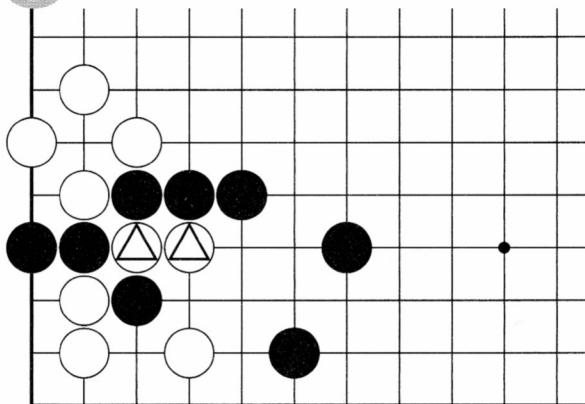
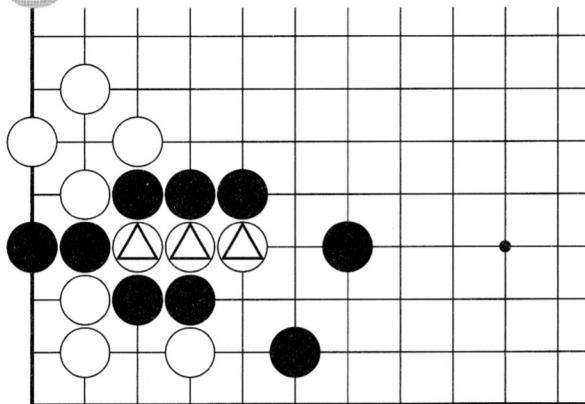
7**8****9****10****11****12**

2

Atari to your Stones

Thinking
power

Capture the stones by playing the right atari.

1**2****3****4****5****6**

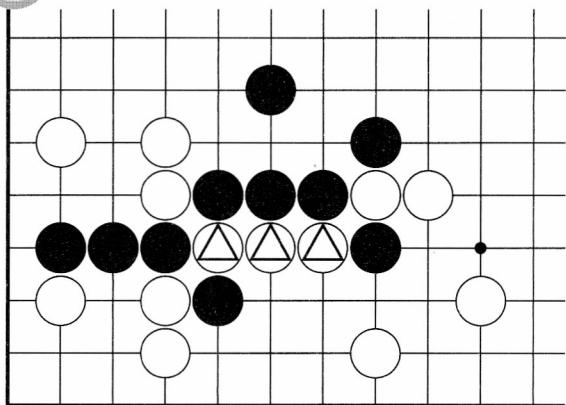
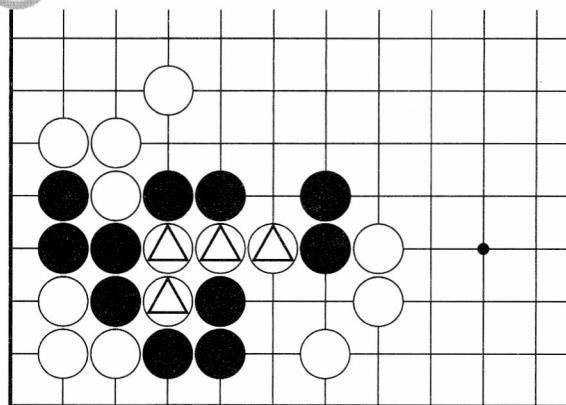
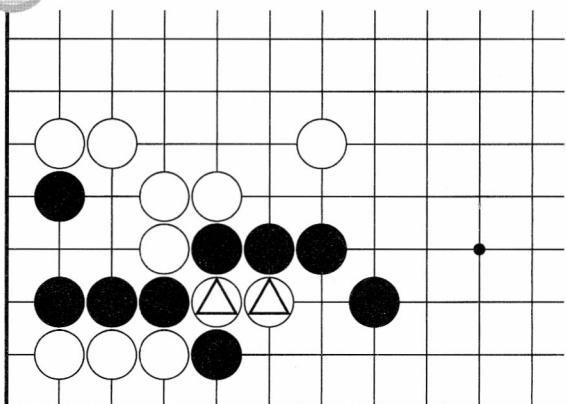
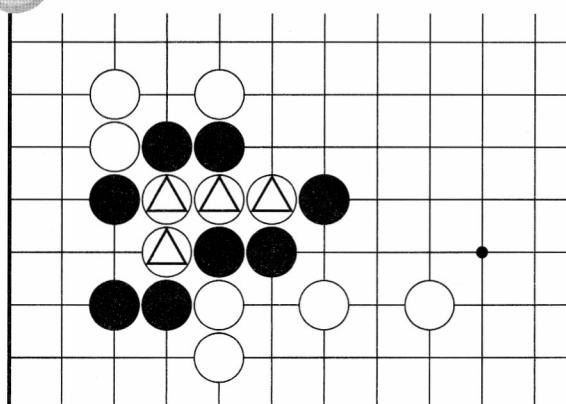
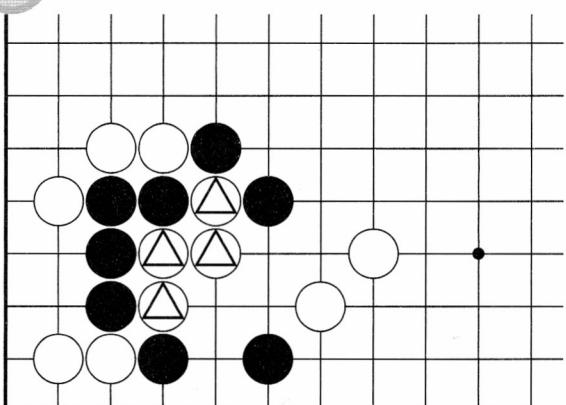
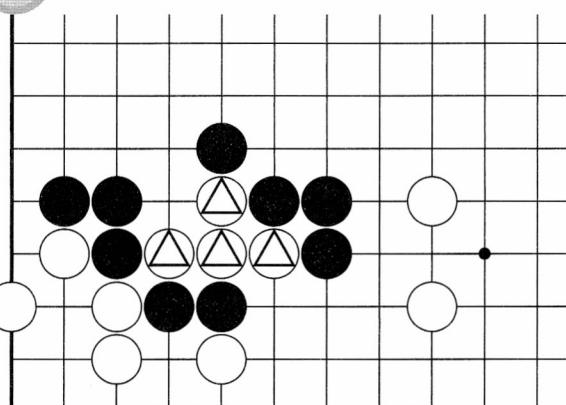
2

Atari to your Stones



Thinking power

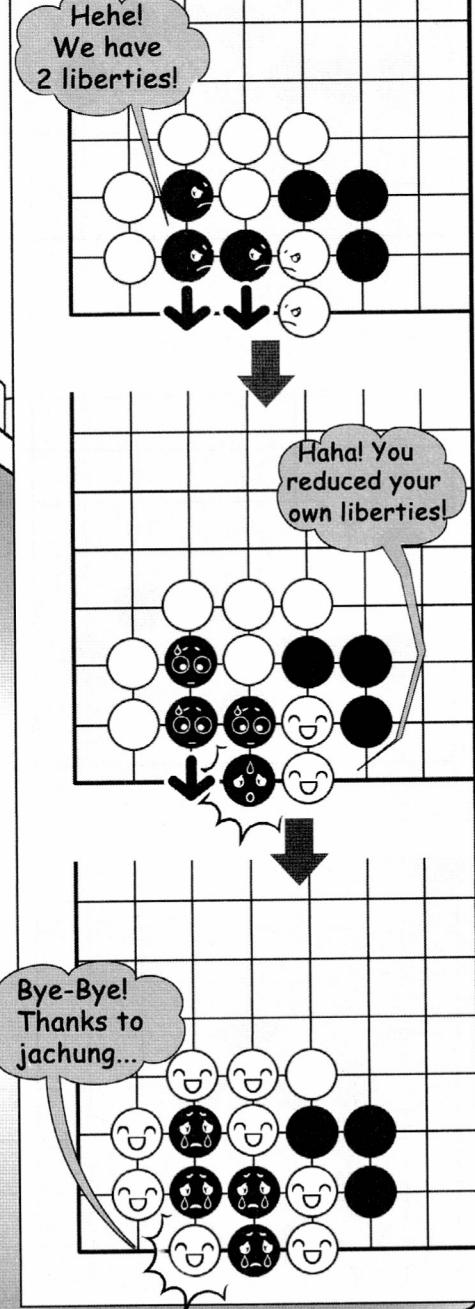
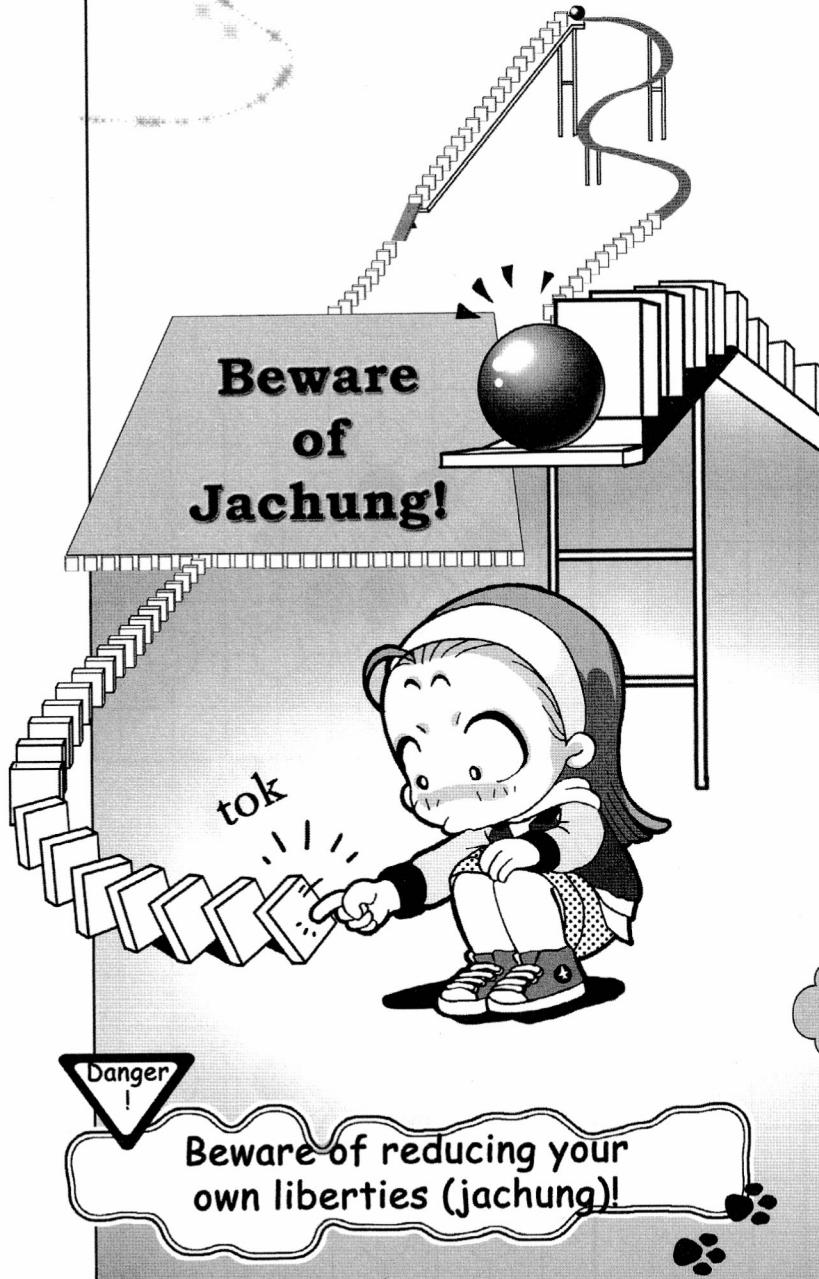
Capture the \triangle stones by playing the right atari.

7**8****9****10****11****12**

Jachung (自充)

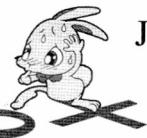
自	衝
self	stabbing

Reducing your
own liberties



3

Good or Bad Move

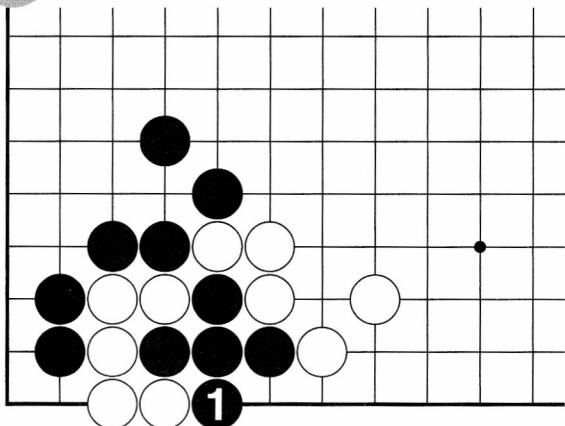


Judgment
ability

Is ① a good or bad move?

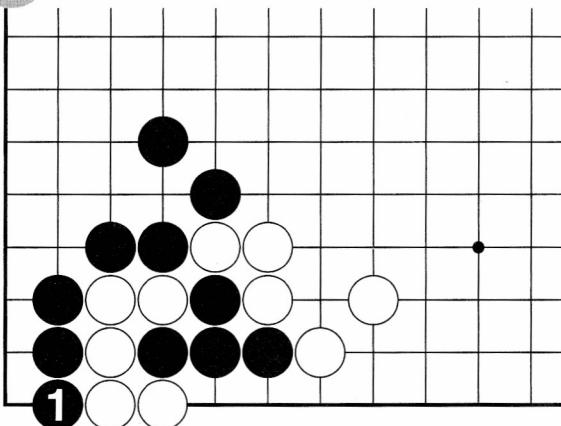
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Good () Bad ()



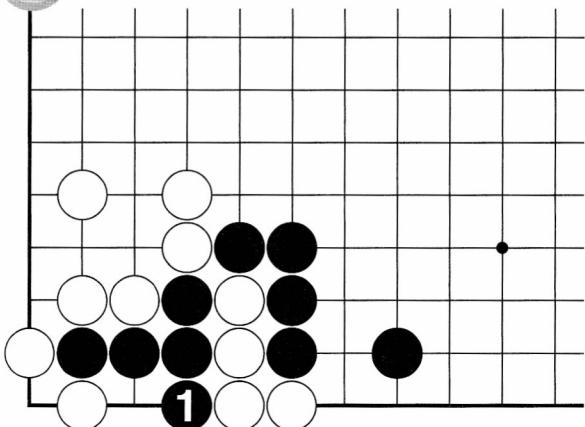
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Good () Bad ()



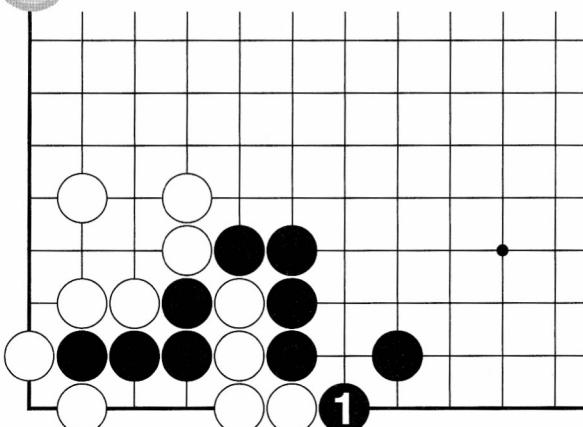
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Good () Bad ()



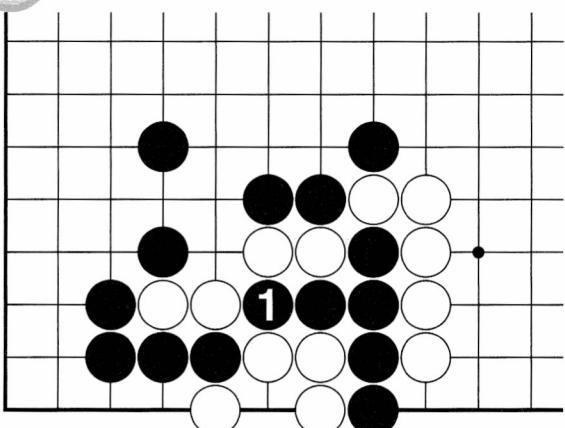
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Good () Bad ()



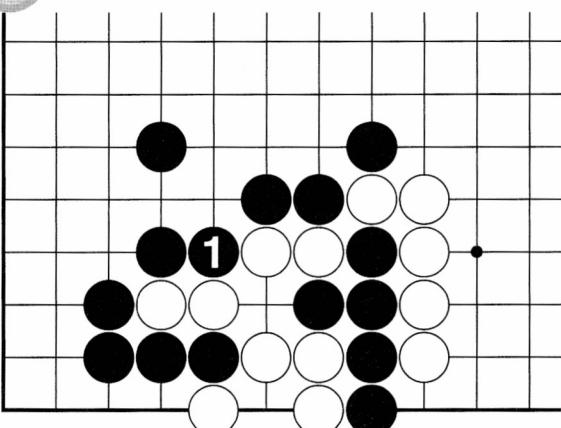
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Good () Bad ()



6

Good () Bad ()



3

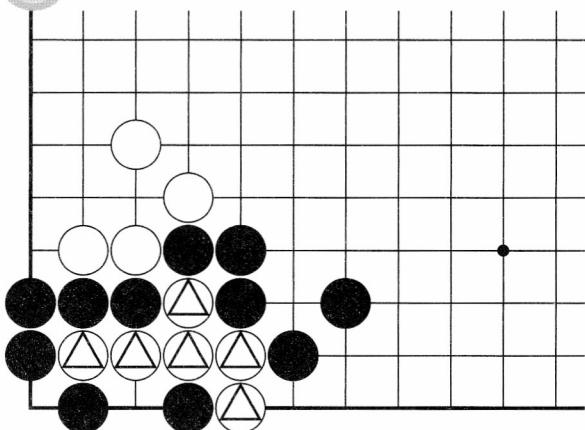
Beware of Jachung



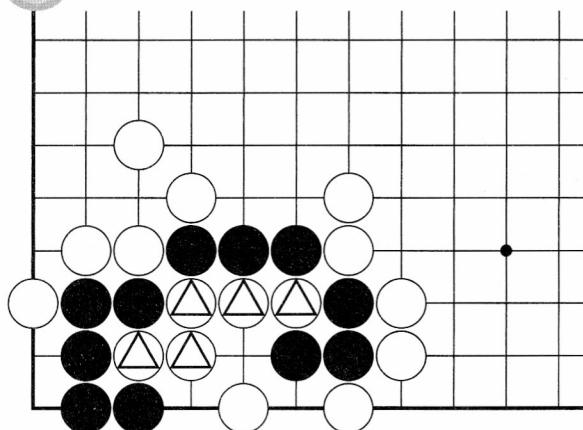
Thinking power

Capture the stones but beware of taking your own liberties.

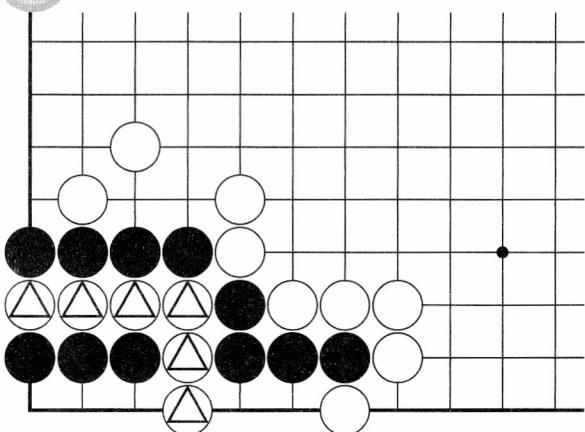
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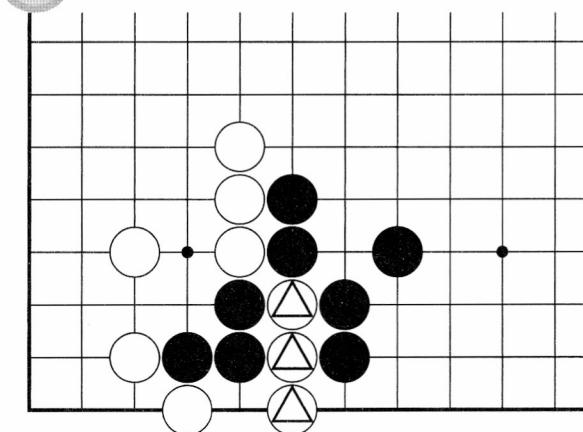
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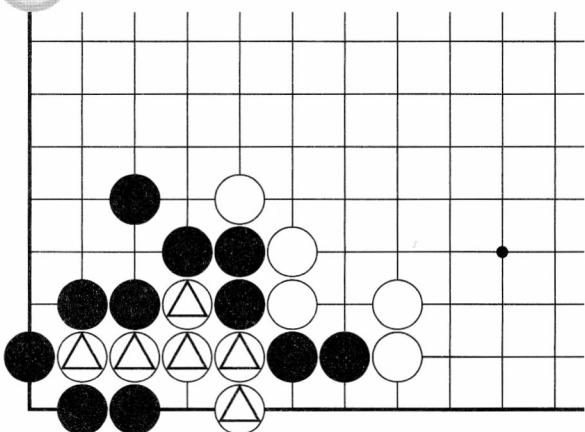
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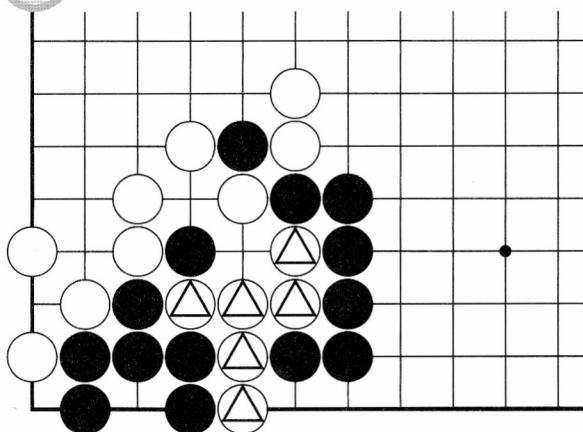
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5



6

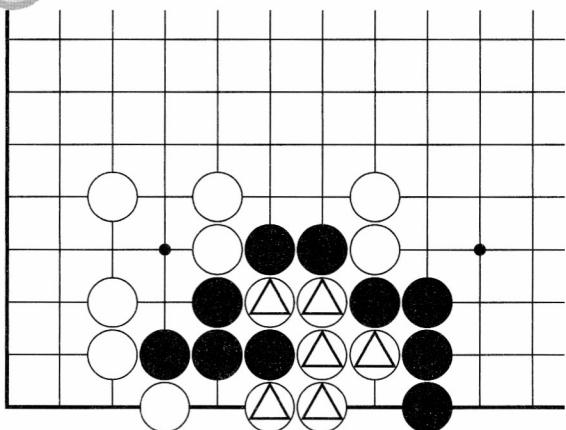
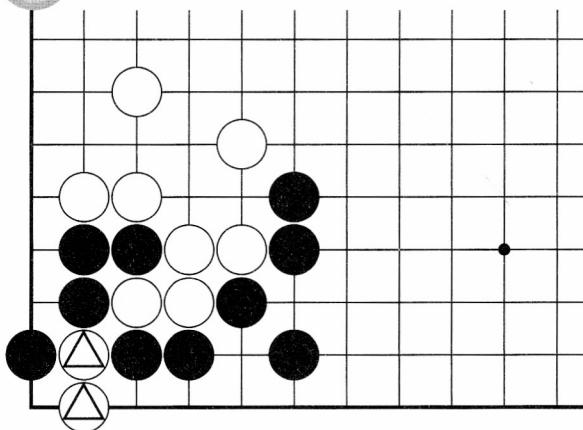
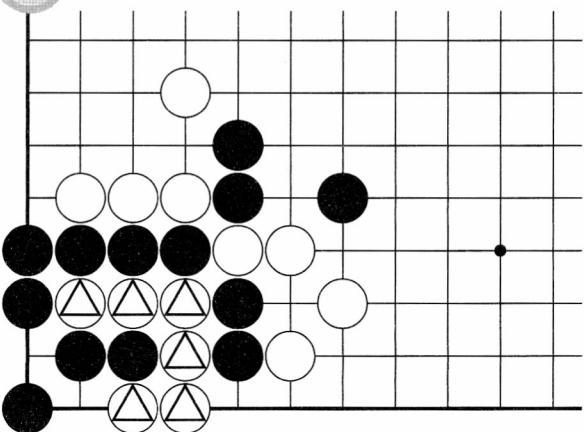
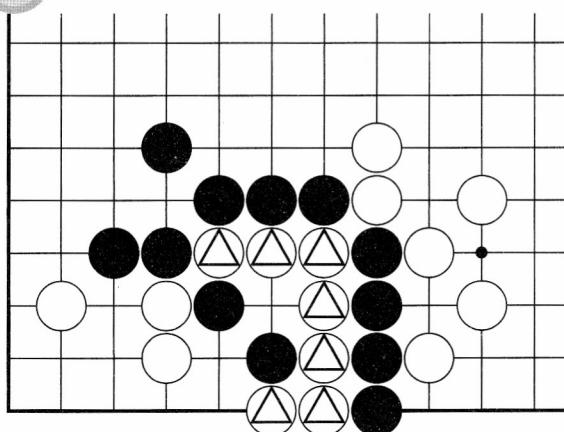
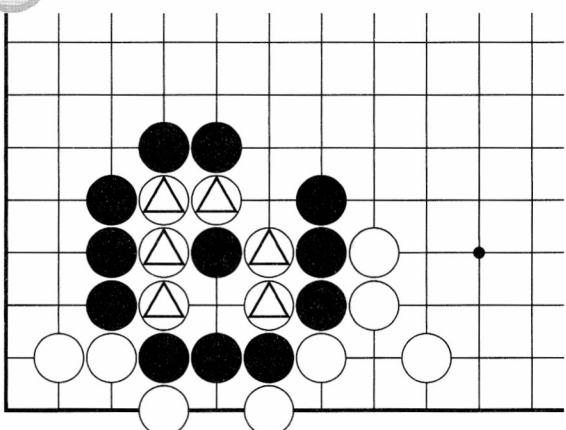
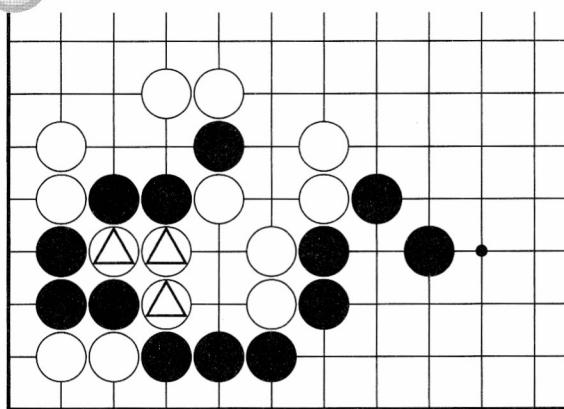


3

Beware of Jachung

Thinking
power

Capture the \triangle stones but beware of taking your own liberties.

7**8****9****10****11****12**

3

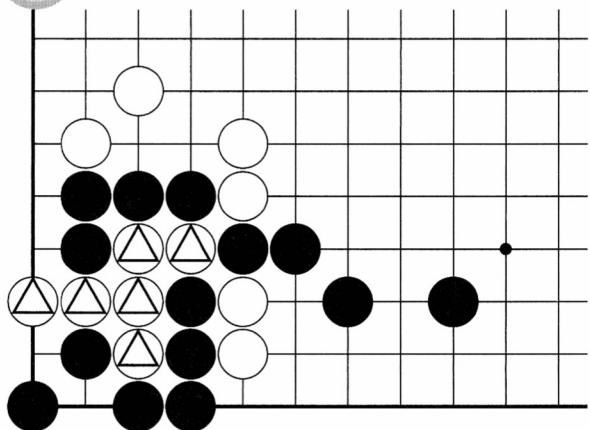
Beware of Jachung



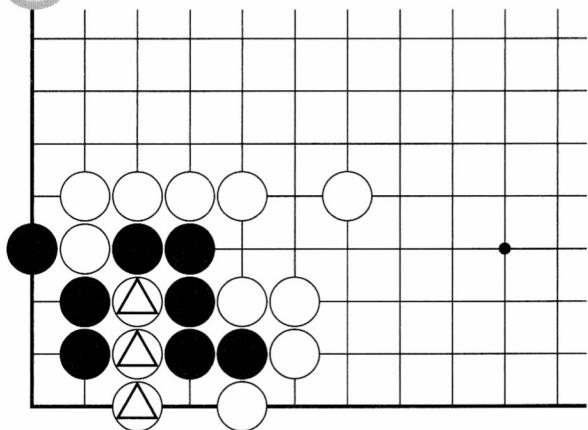
Thinking power

Capture the \triangle stones.

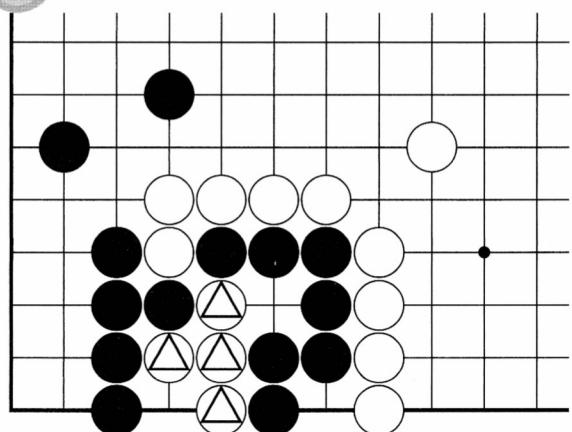
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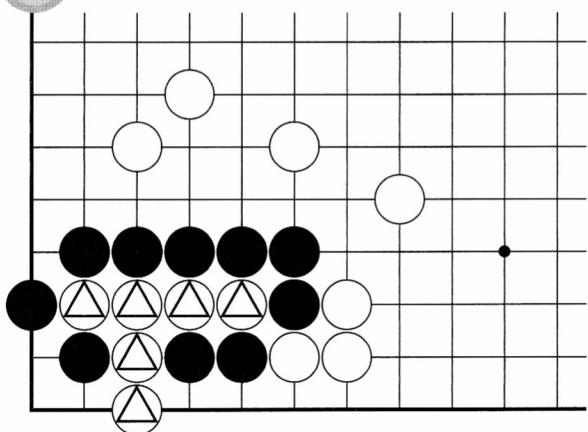
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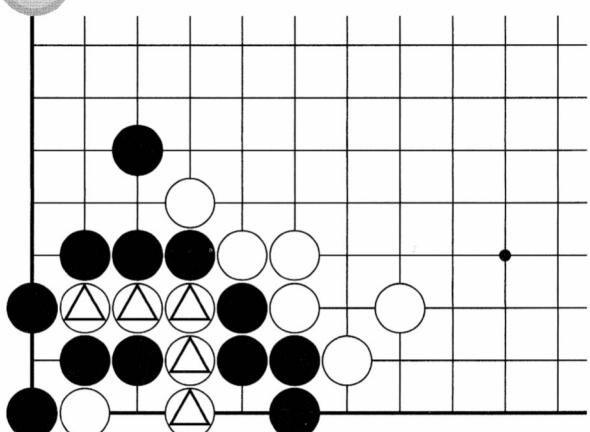
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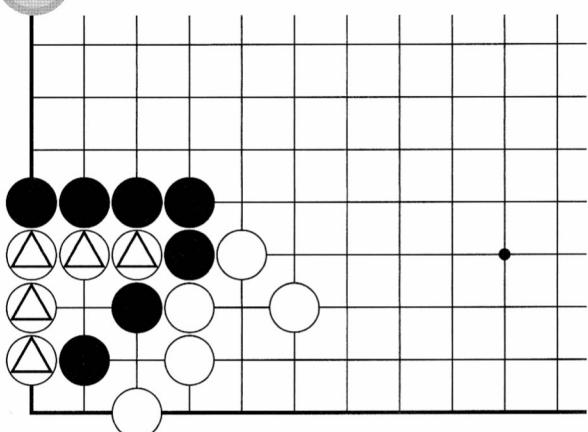
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17



18



3

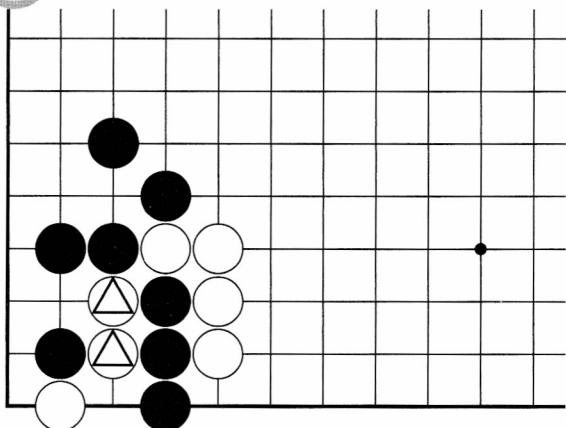
Beware of Jachung



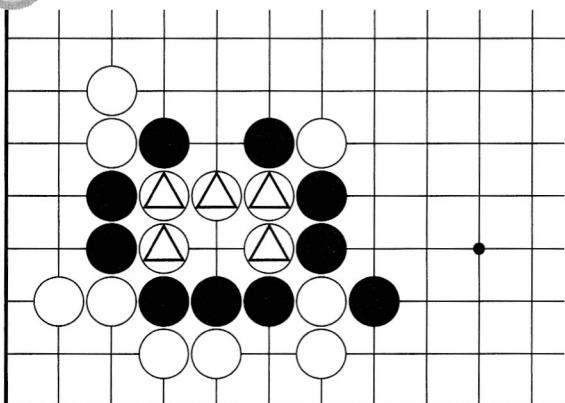
Thinking power

Capture the \triangle stones.

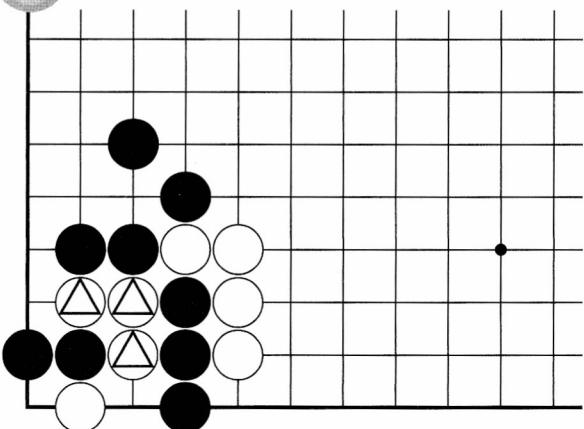
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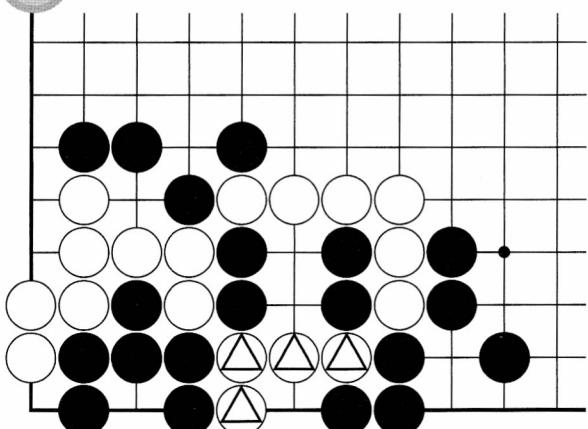
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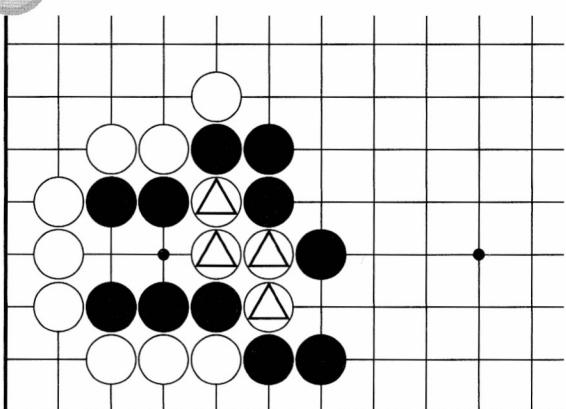
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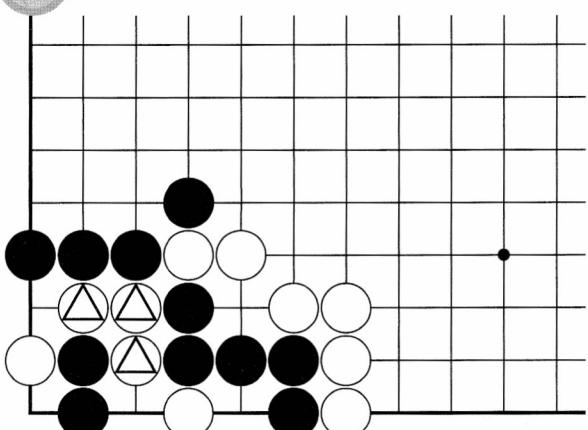
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23

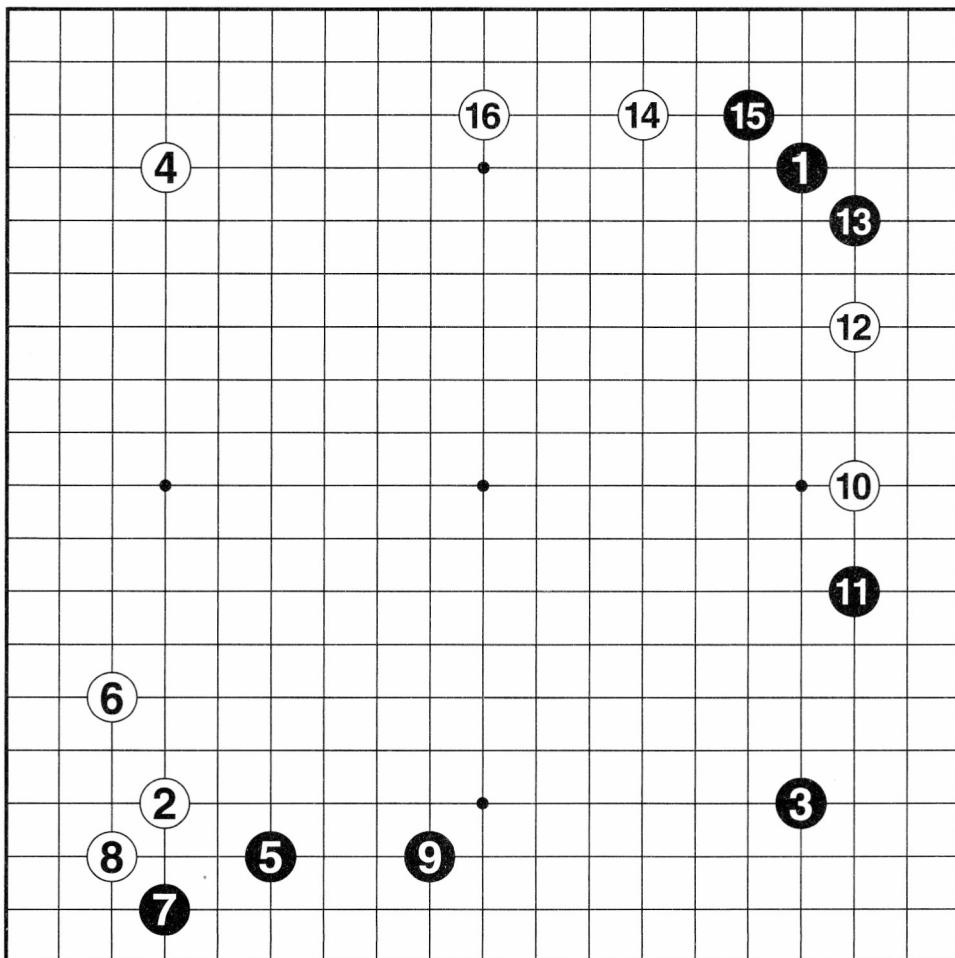


24



Opening 1

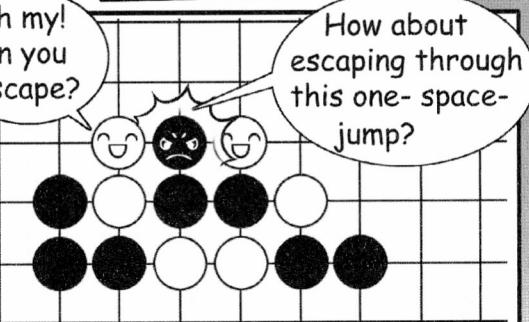
Let's study a professional opening. First, put the stones on the board while reading the text and then replay the moves alone.



- | | |
|--------------------------|---------------------------|
| ① Star Point | ② Star Point |
| ③ 2-Star-Formation | ④ 2-Star-Formation |
| ⑤ Knight's Approach Move | ⑥ Knight's Answering Move |
| ⑦ Knight's Sliding Move | ⑧ Diagonal Blocking Move |
| ⑨ 2-Space-Extension | ⑩ Dividing Move |
| ⑪ Approaching Move | ⑫ 2-Space-Extension |
| ⑬ Diagonal Blocking Move | ⑭ Large Knight's Approach |
| ⑮ Diagonal Blocking Move | ⑯ 2-Space-Extension |

Can Your Stones Escape?

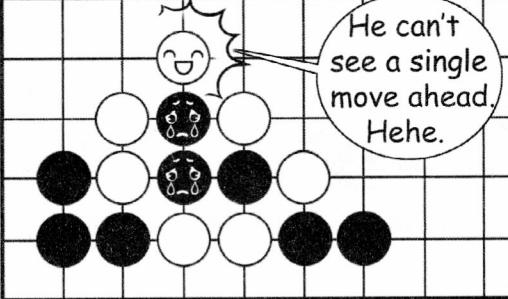
Oh my!
Can you
escape?



Oh dear!
My head hurts!
Can I really escape
from here??



He can't
see a single
move ahead.
Hehe.

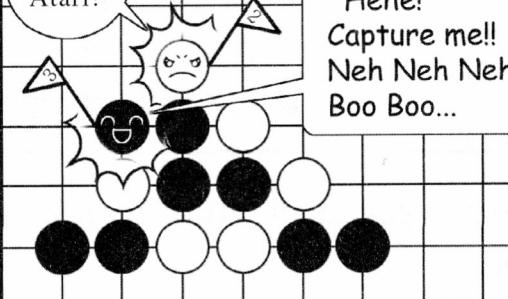


Yippie! As there
isn't white next
to me I can
escape!!

Argh!

Hey!
Atari!

Hehe!
Capture me!!
Neh Neh Neh
Boo Boo...

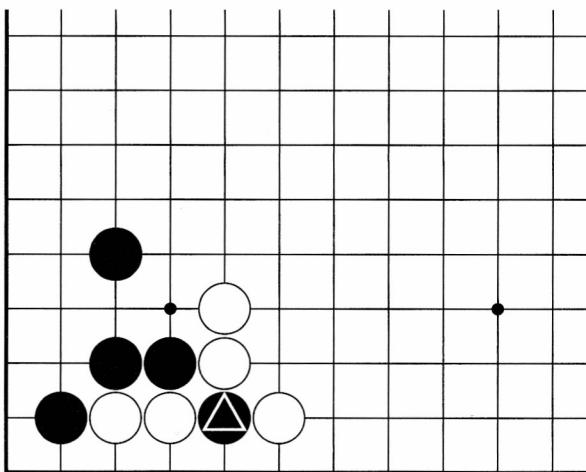


4

Can you Escape?



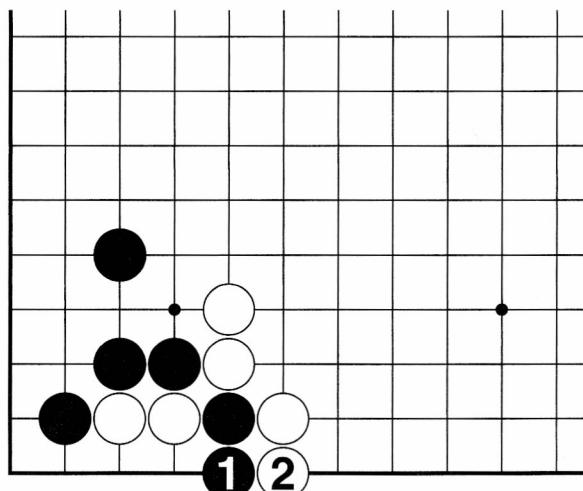
Situation 1



Can the Δ stone escape?



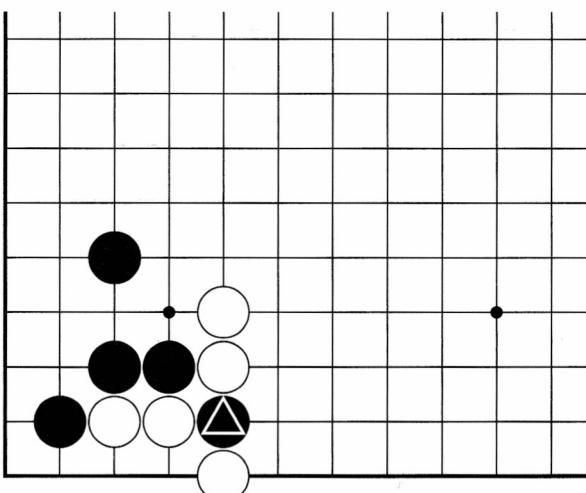
Diagram 1



It can't escape towards the line of death.



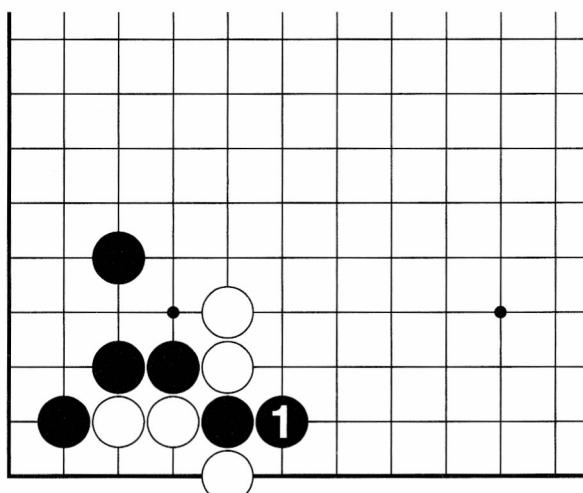
Situation 2



Can the Δ stone escape?



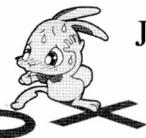
Diagram 2



The stone gets 3 liberties, so it can escape.

4

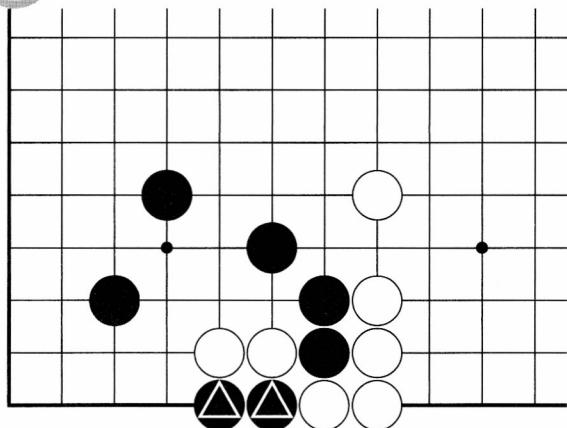
Can you Escape?



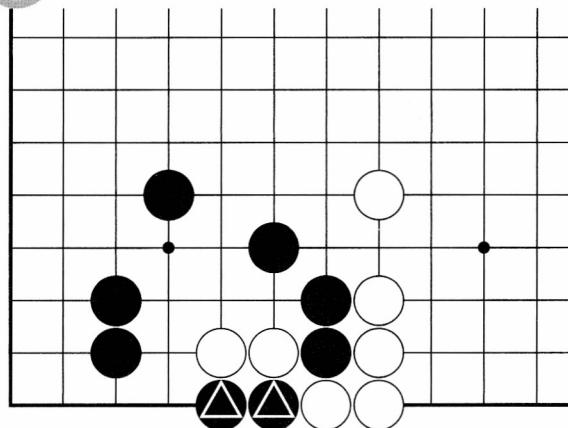
Judgment
ability

Can the stones escape?

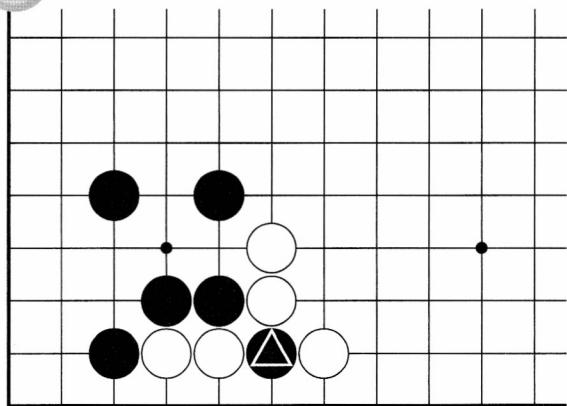
1 Can () Can't ()



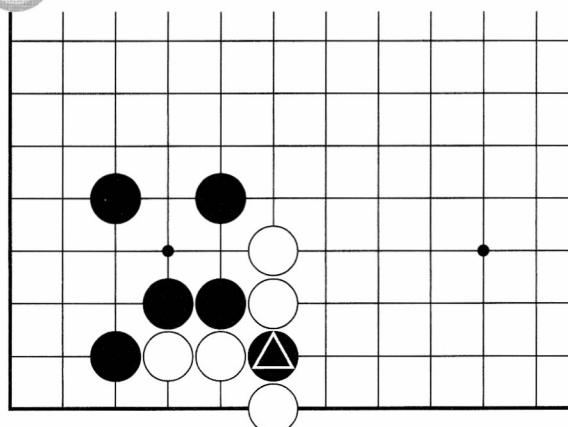
2 Can () Can't ()



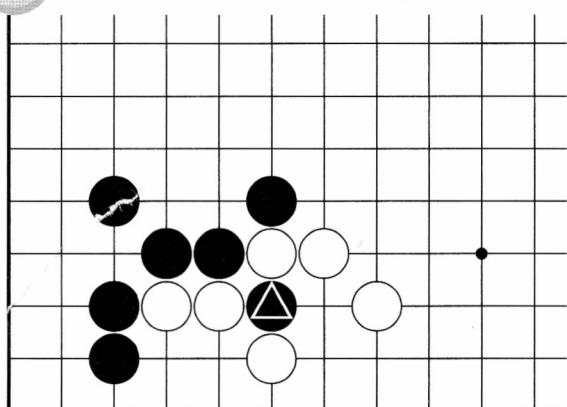
3 Can () Can't ()



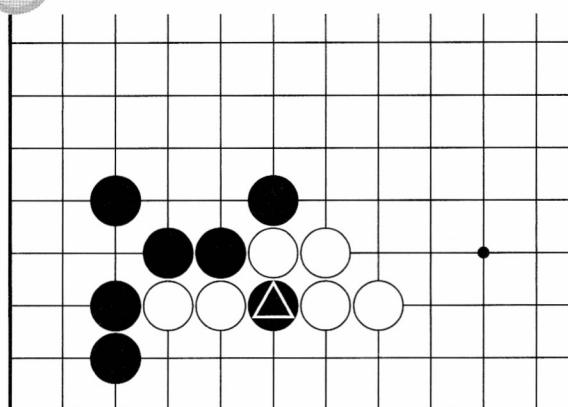
4 Can () Can't ()



5 Can () Can't ()



6 Can () Can't ()



4

Can you Escape?

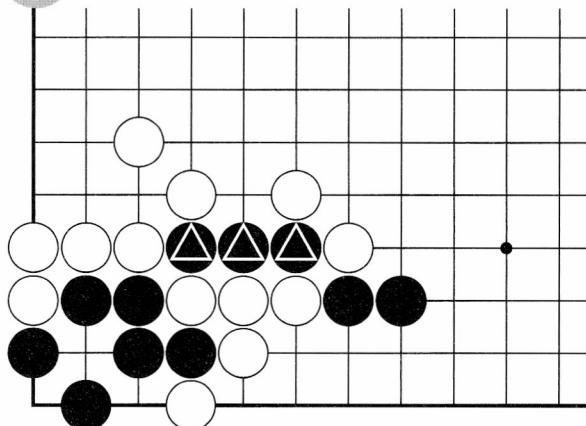


Judgment
ability

Can the \triangle stones escape?

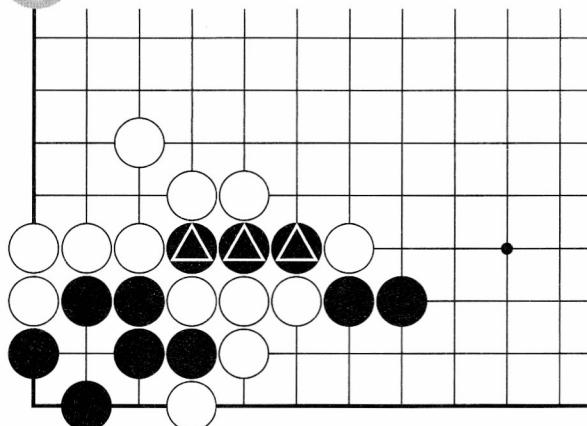
7

Can () Can't ()



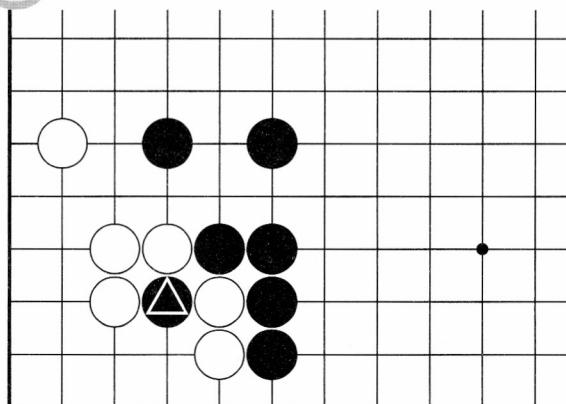
8

Can () Can't ()



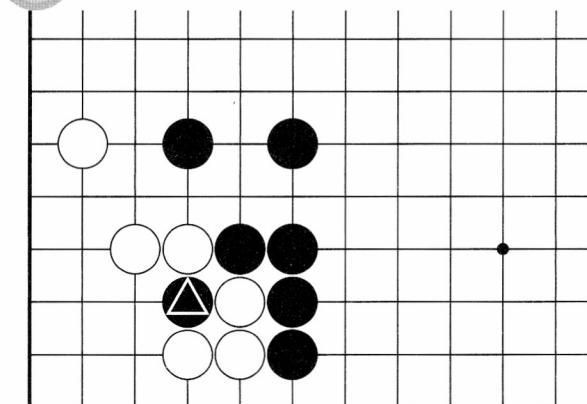
9

Can () Can't ()



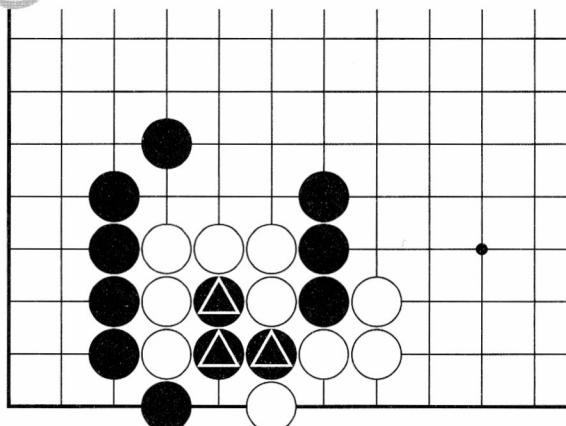
10

Can () Can't ()



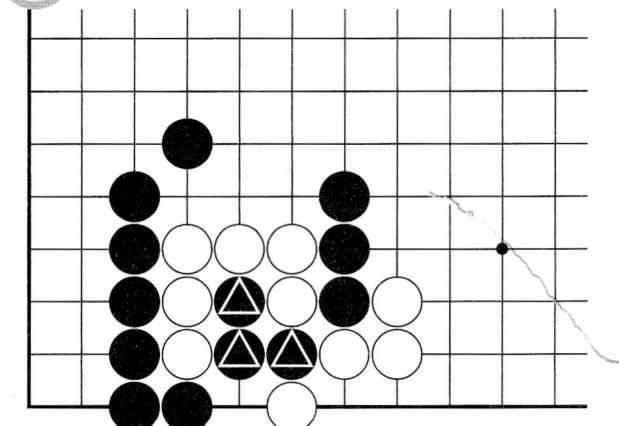
11

Can () Can't ()



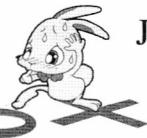
12

Can () Can't ()



4

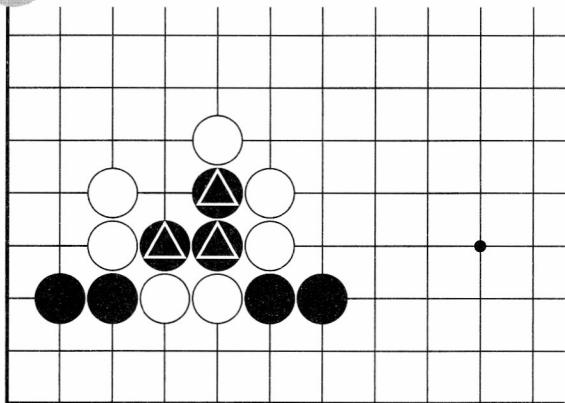
Can you Escape?



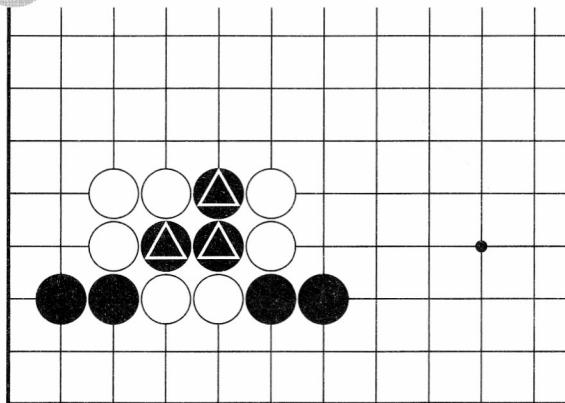
Judgment
ability

Can the stones escape?

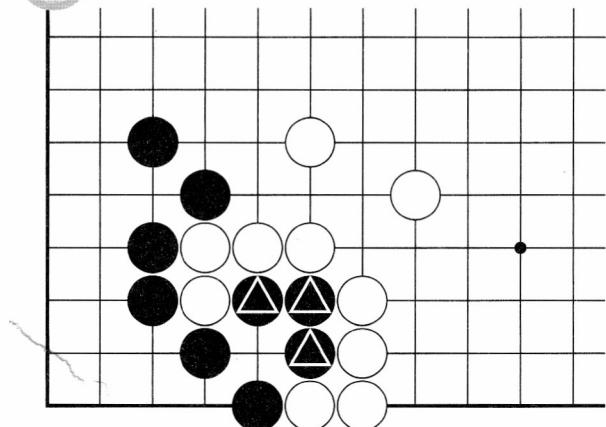
13 Can () Can't ()



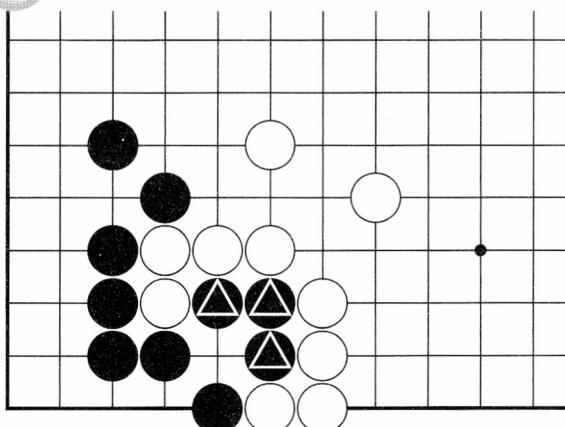
14 Can () Can't ()



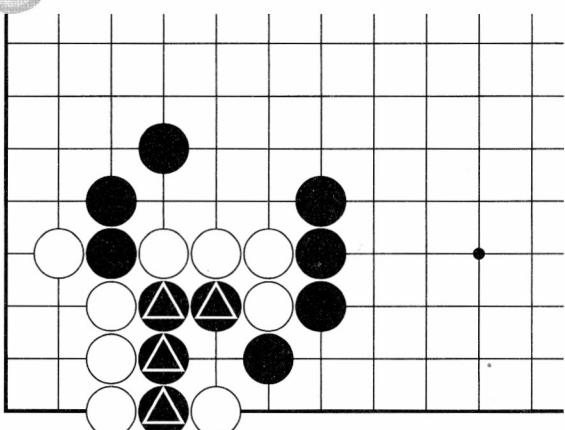
15 Can () Can't ()



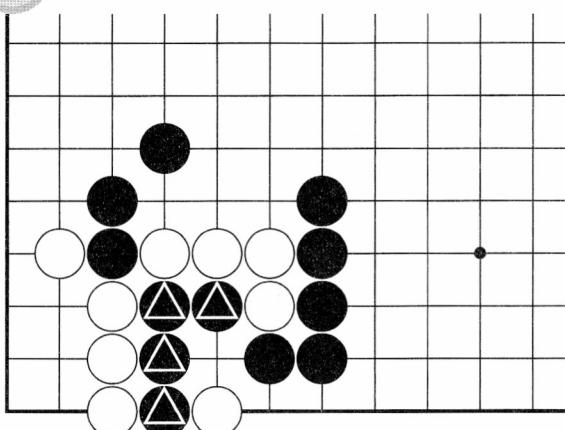
16 Can () Can't ()



17 Can () Can't ()

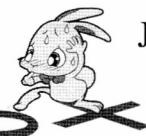


18 Can () Can't ()

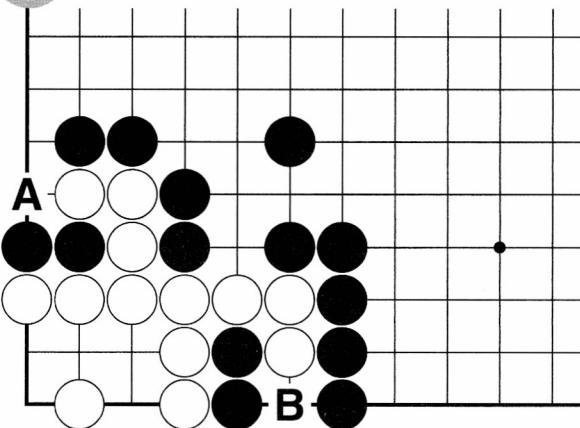
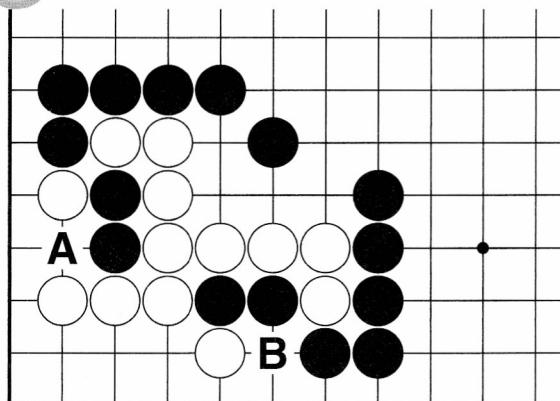
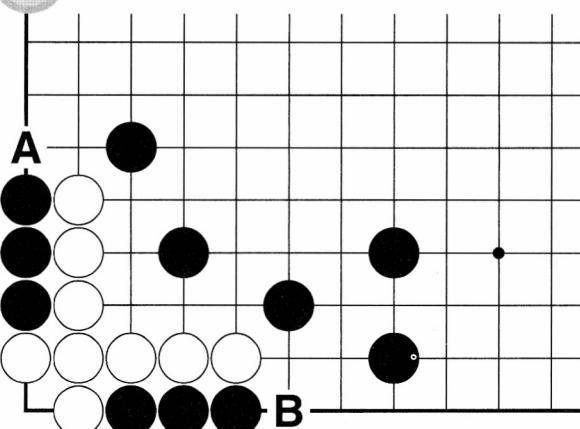
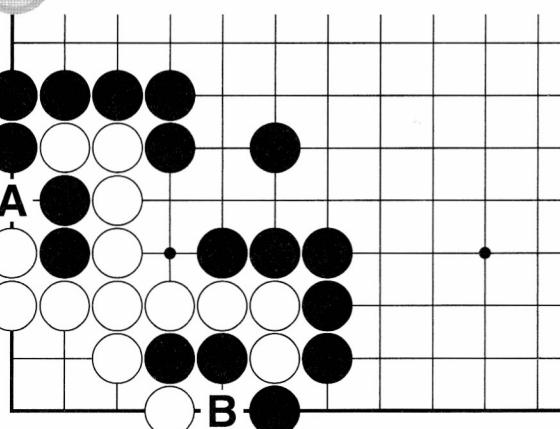
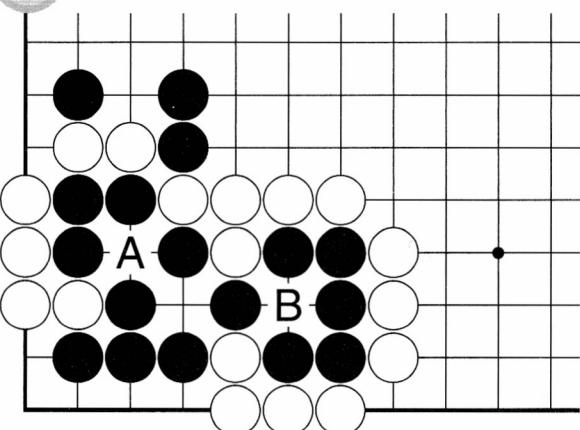
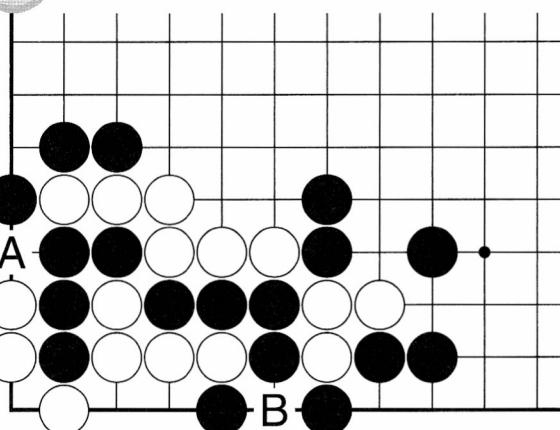


4

Can you Escape?

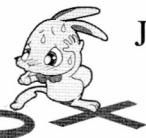
Judgment
ability

Which black stones can escape? Circle A or B.

1**2****3****4****5****6**

4

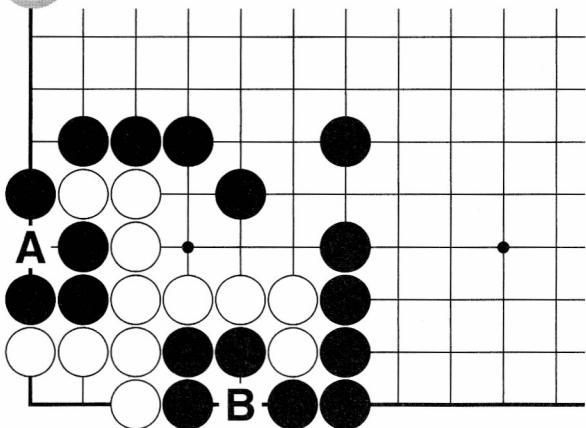
Can you Escape?



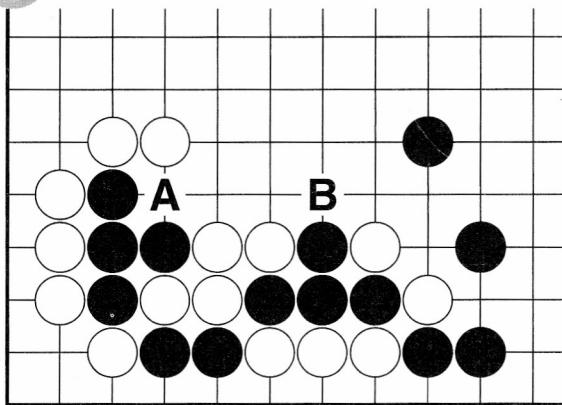
Judgment
ability

Which black stones can escape? Circle A or B.

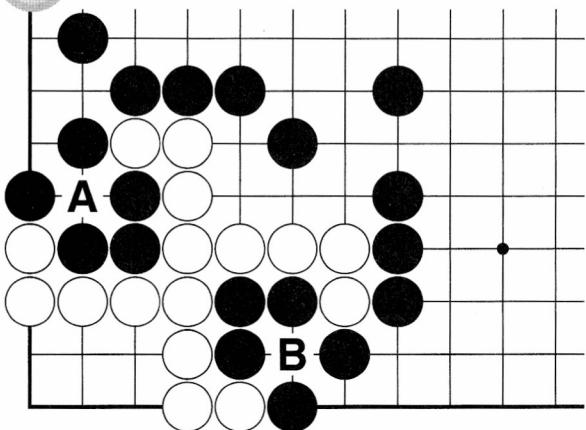
7



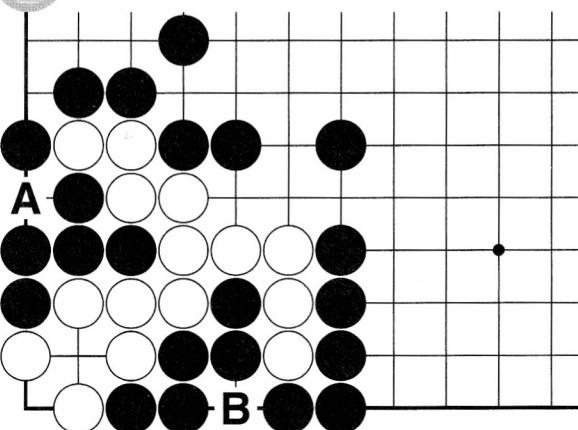
8



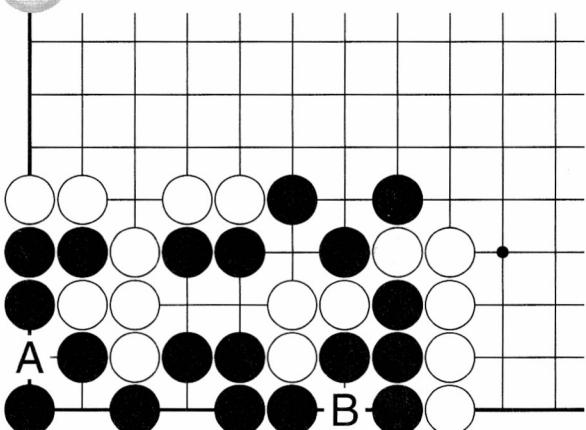
9



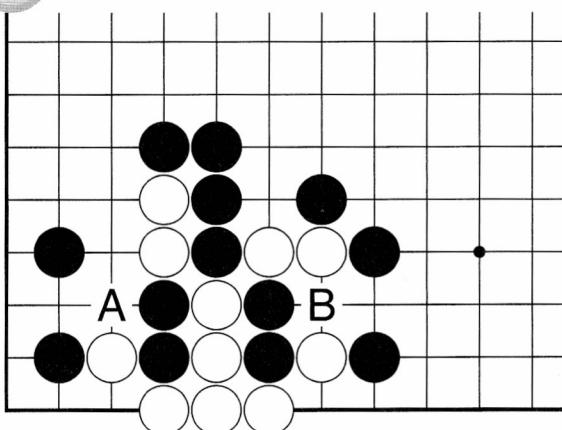
10



11

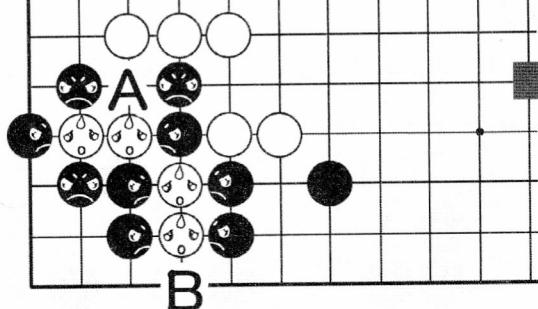


12

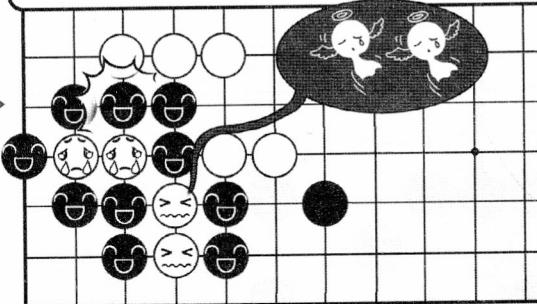


which stones to capture?

Between A and B, which stones shall we capture?



Of course we should capture the stones that can escape!



Great! It's time to get away!

Um?
Freeze?? I
can't move
anyway...

Freeze!
If you move, I
will shoot!

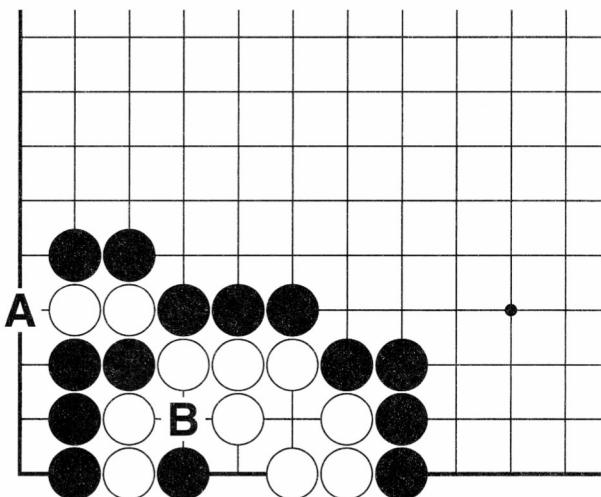
Don't aim for already captured stones,
otherwise other stones can escape.

5

Which Stones to Capture



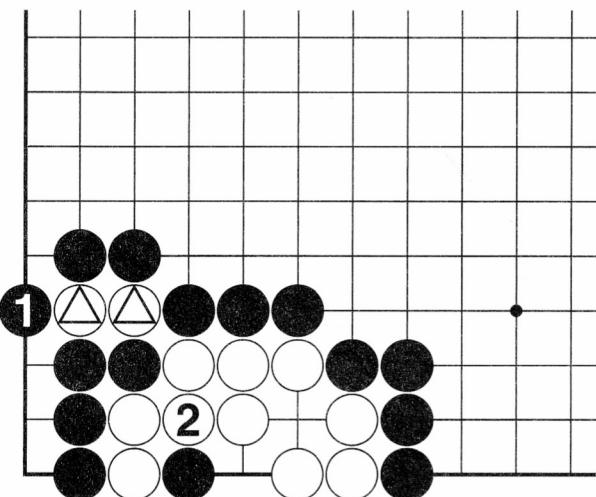
Situation



Between A and B, which stones should Black capture?



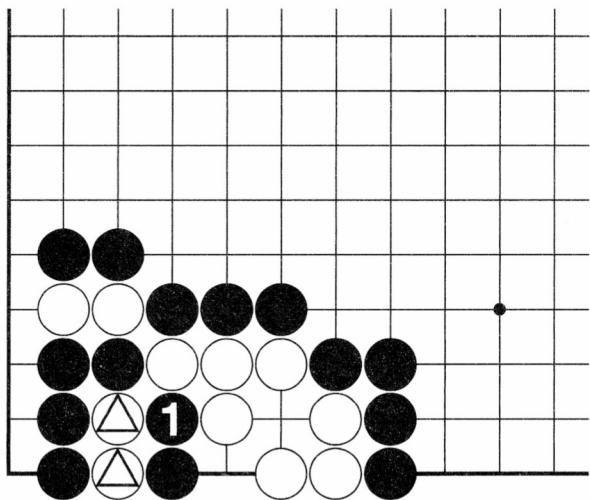
Failure



Better don't capture stones, which are already dead. With ②, White will save the big group.



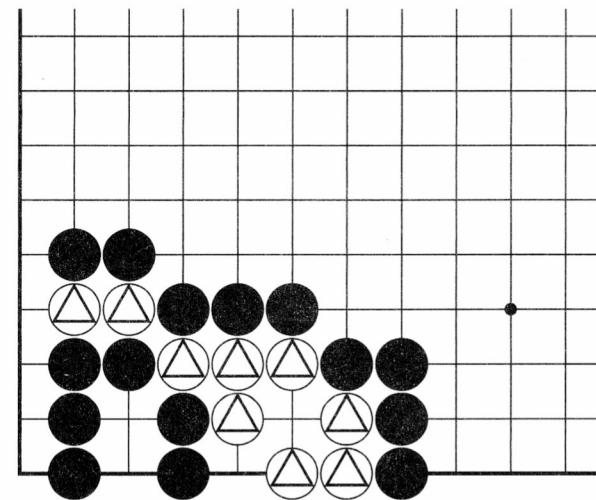
Success 1



Black should capture the stones that White could save.



Success 2



Wow! All the \triangle stones are dead!

Capture only the stones that can escape!

5

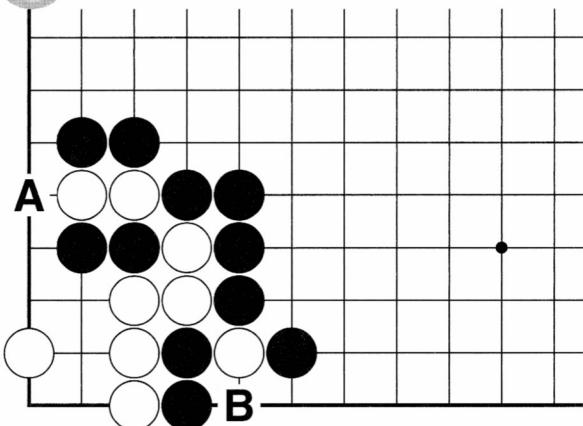
Which Stones to Capture



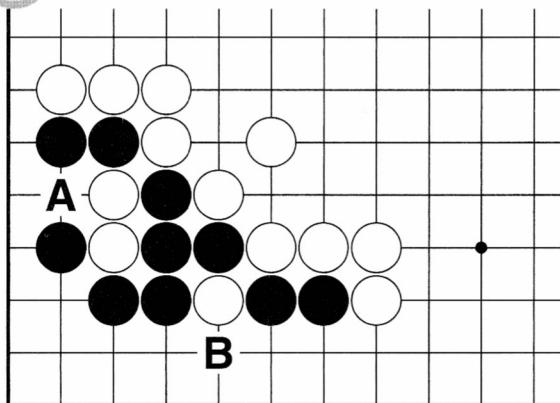
Judgment
ability

Which stones should Black capture? Circle A or B.

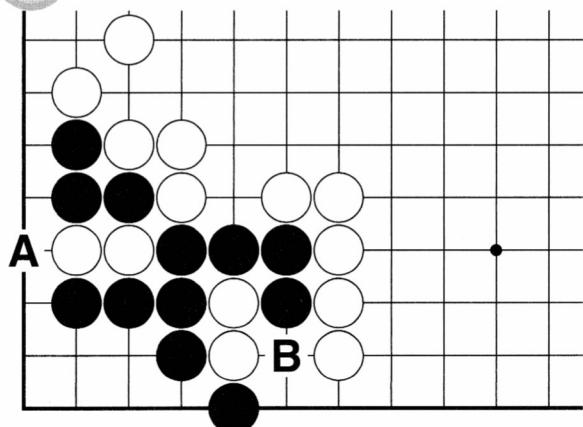
1



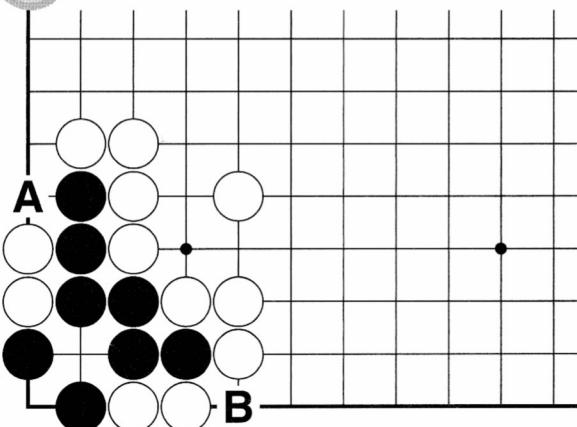
2



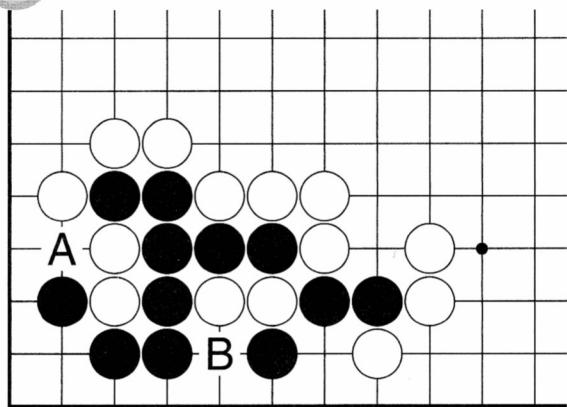
3



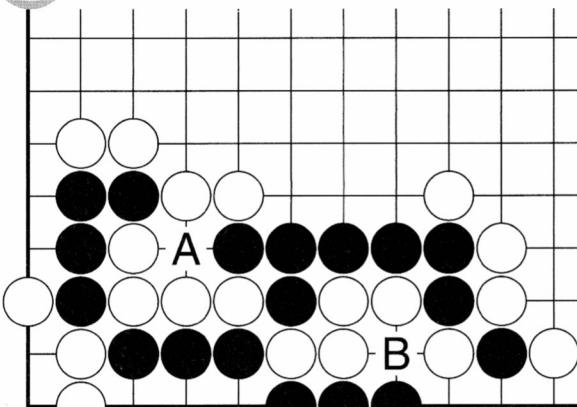
4



5

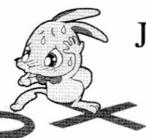


6

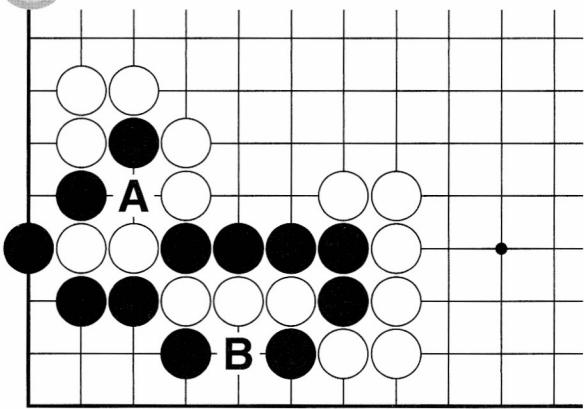
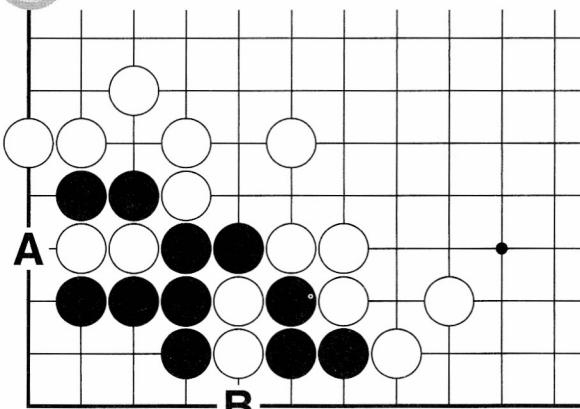
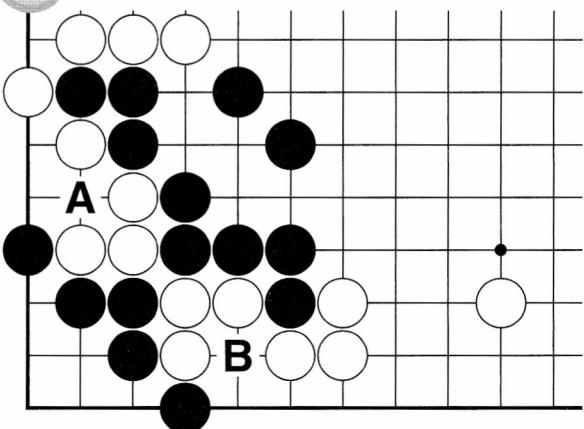
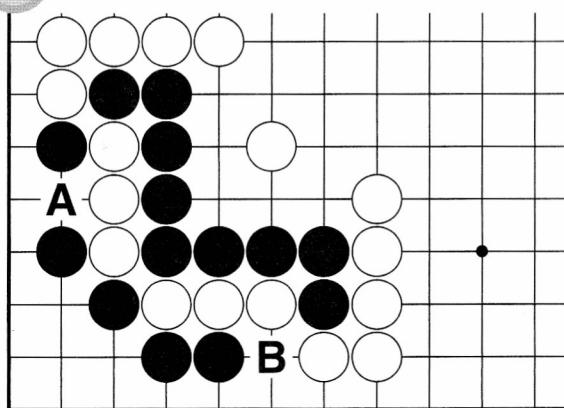
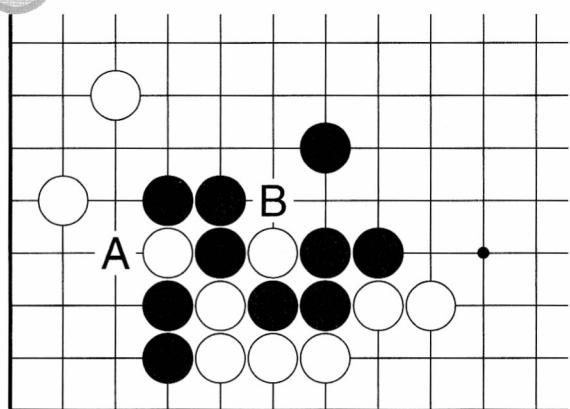
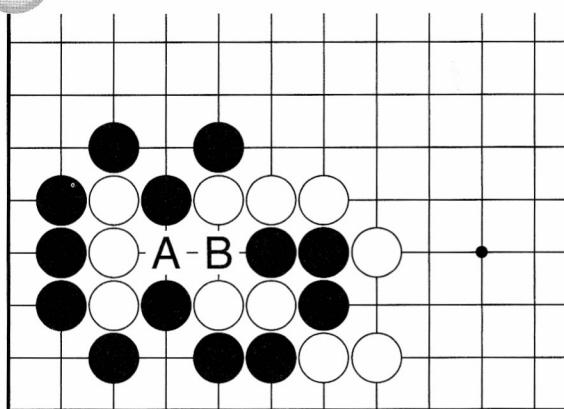


5

Which Stones to Capture

Judgment
ability

Which stones should Black capture? Circle A or B.

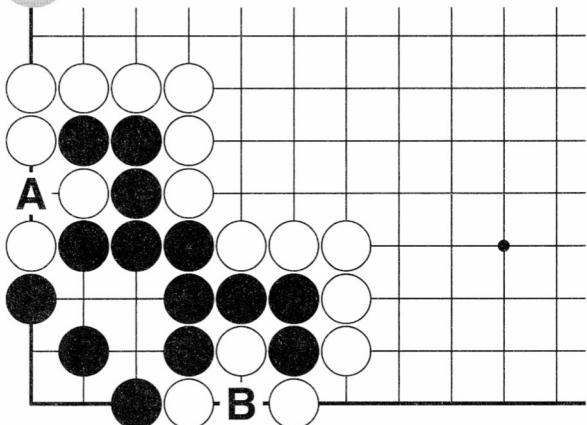
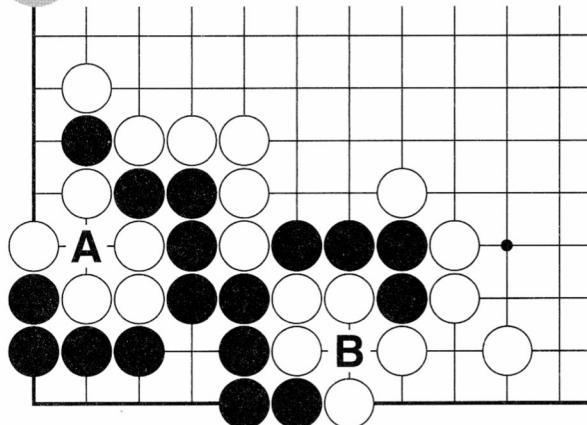
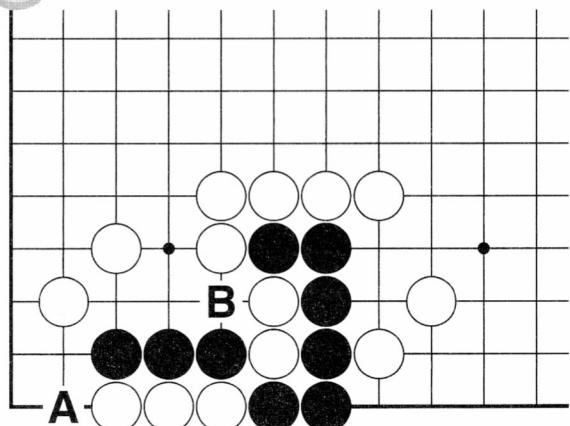
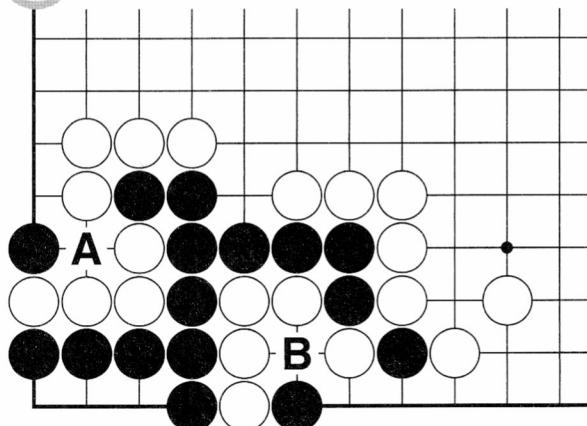
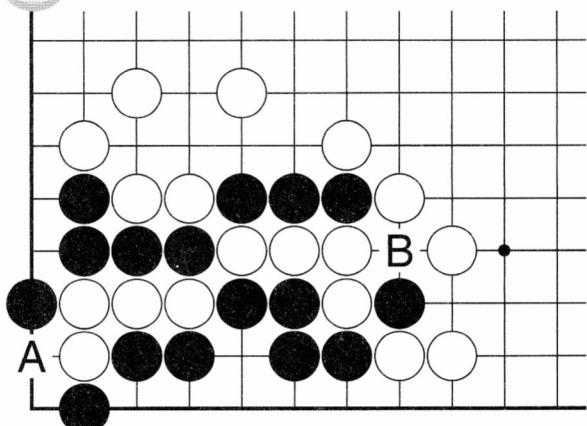
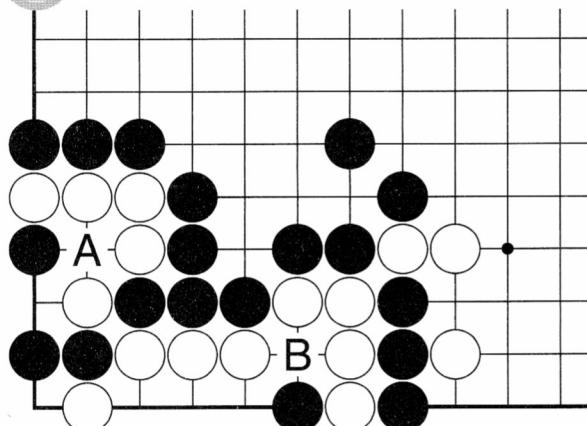
7**8****9****10****11****12**

5

Which Stones to Capture

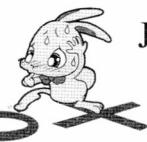
Judgment
ability

Which stones should Black capture? Circle A or B.

13**14****15****16****17****18**

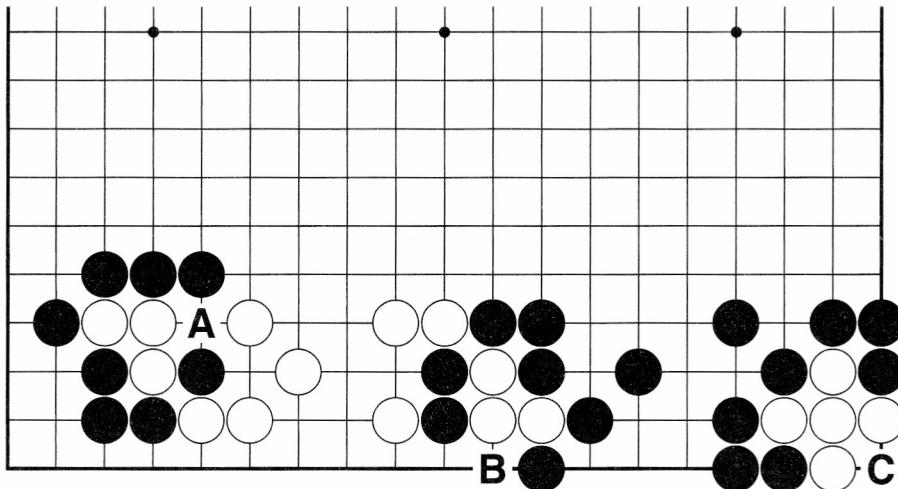
5

Which Stones to Capture

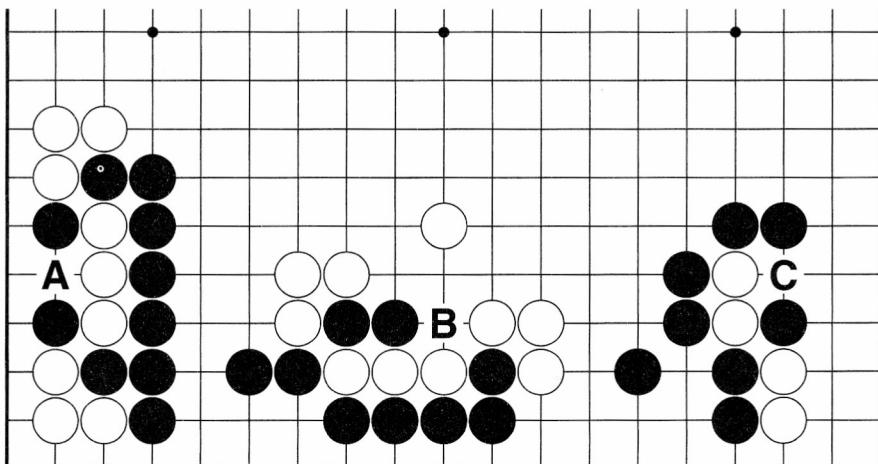
Judgment
ability

Which stones should Black capture? Circle A, B or C.

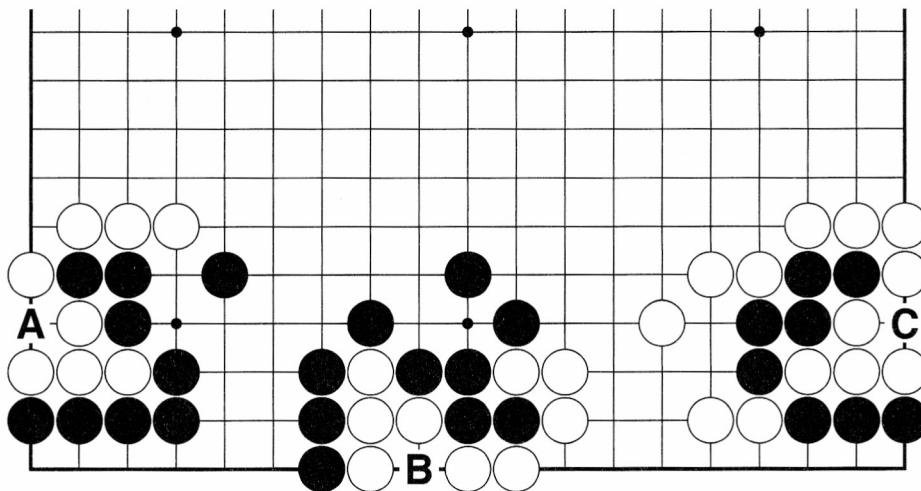
19



20



21



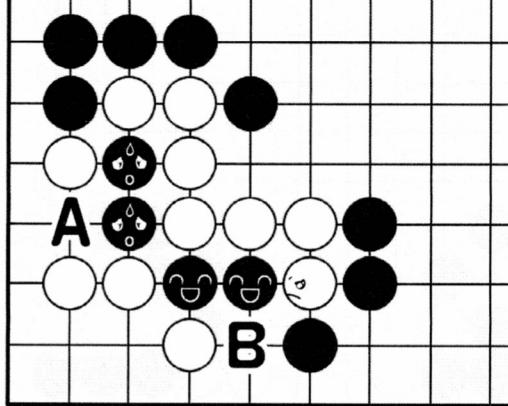
Which stones to save?

Hehe!
Maybe I can save
the tree's life!

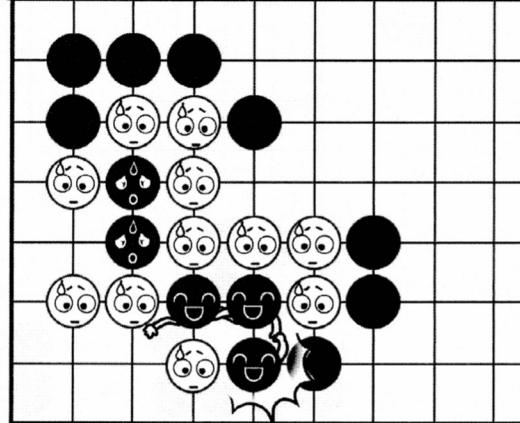
Fool! I'm
already dead!
Your effort is
pointless...

You should take
care of ME!!

Between A and B which
stones shall we save?



Of course we should save the
stones that can escape!

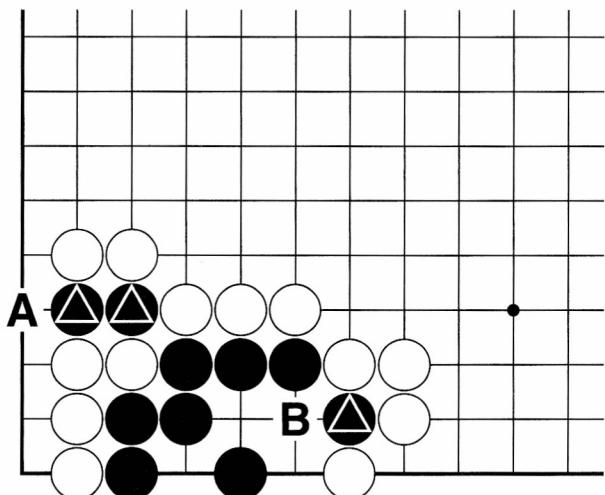


6

Which Stones to Save?



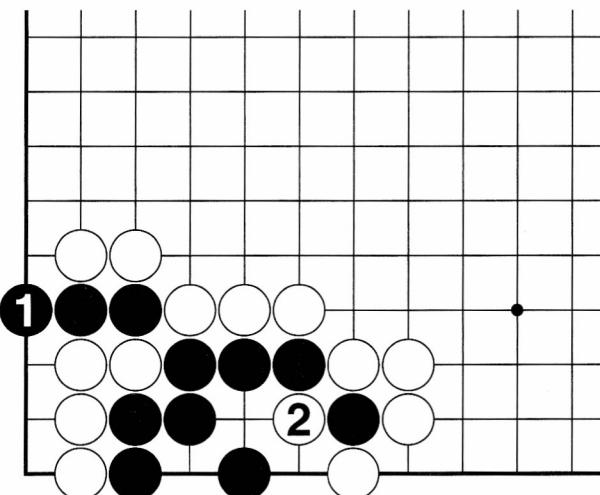
Situation



Between A and B, which stones should Black save?



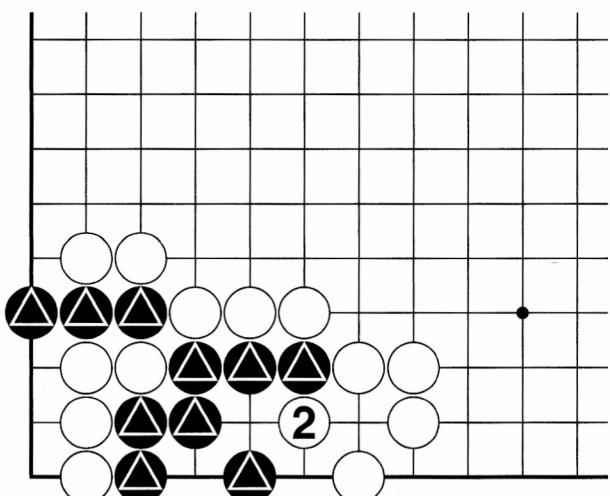
Failure 1



Better don't try to save dead stones.



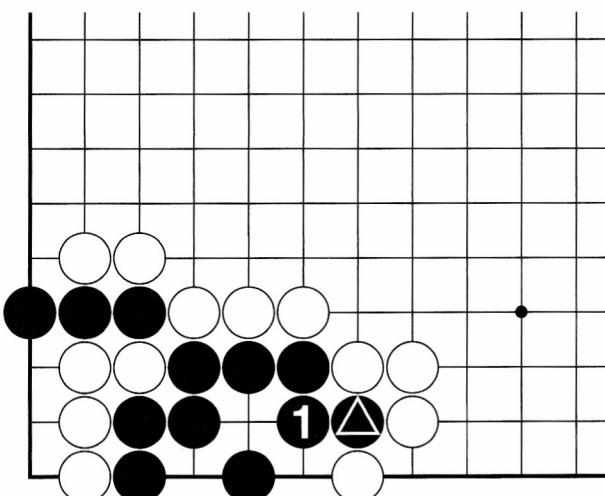
Failure 2



In the end all the black stones are captured.



Success



Black should save the stones which can live.

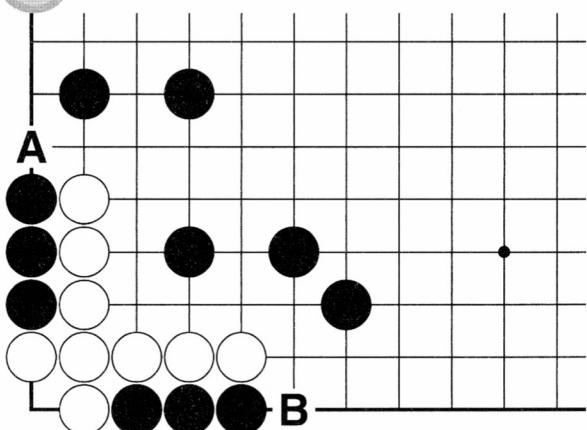
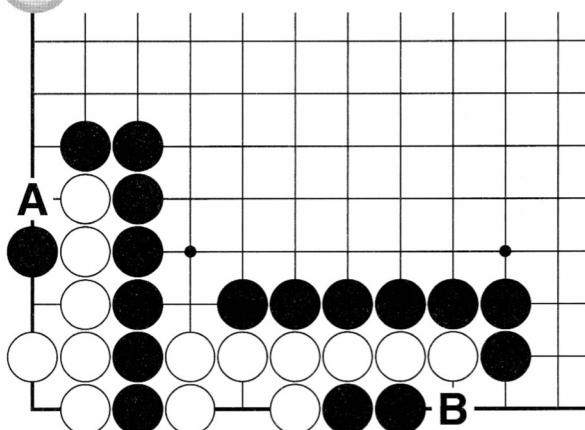
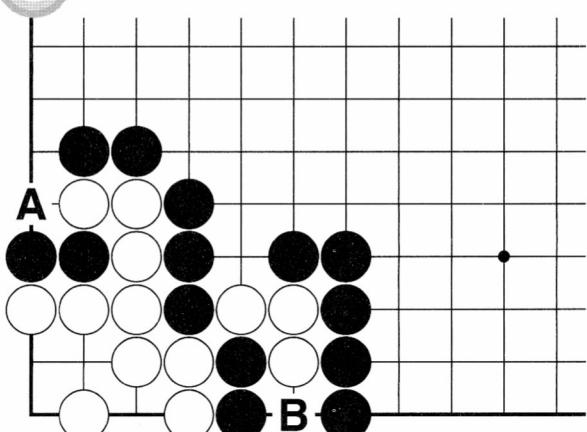
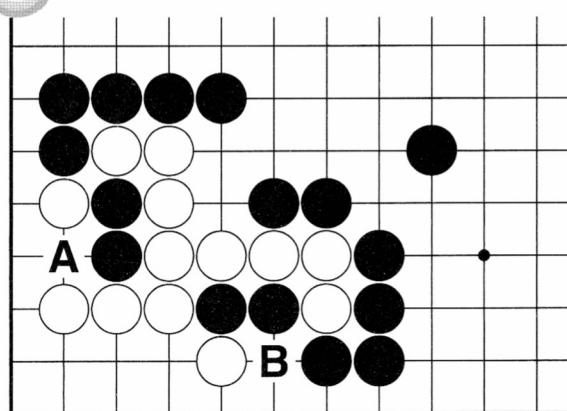
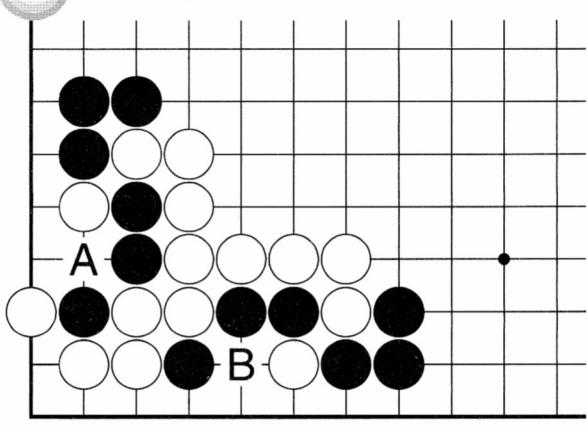
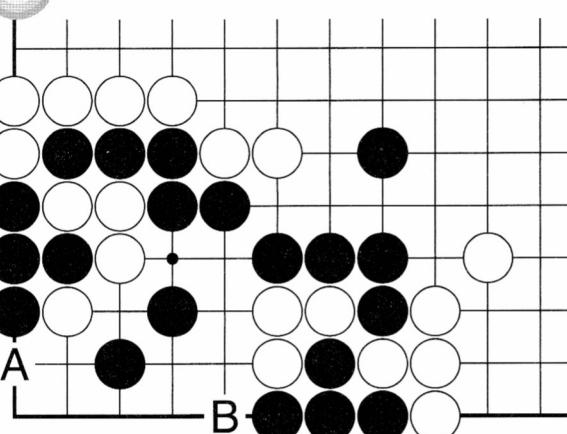
Save only the stones which can escape or live!

6

Which Stones to Save?

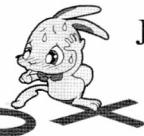
Judgment
ability

Which stones should Black save? Circle A or B.

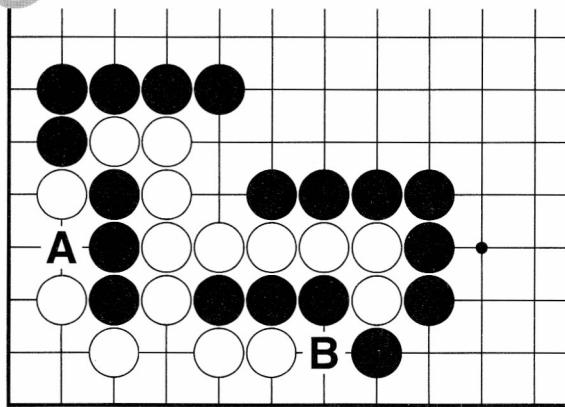
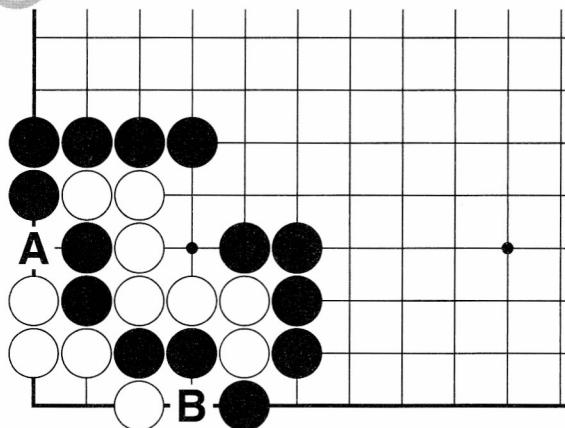
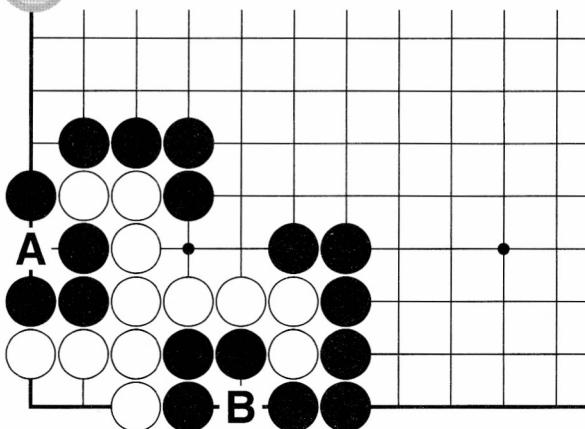
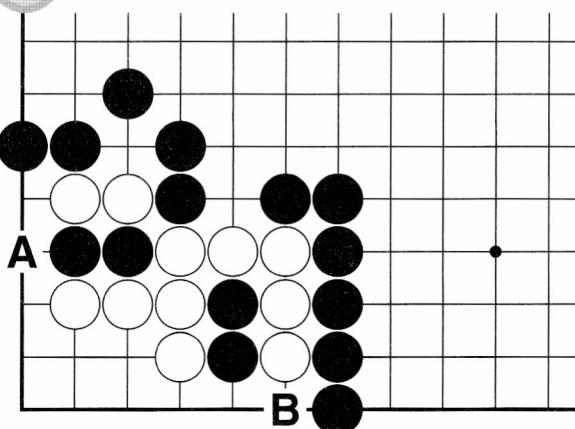
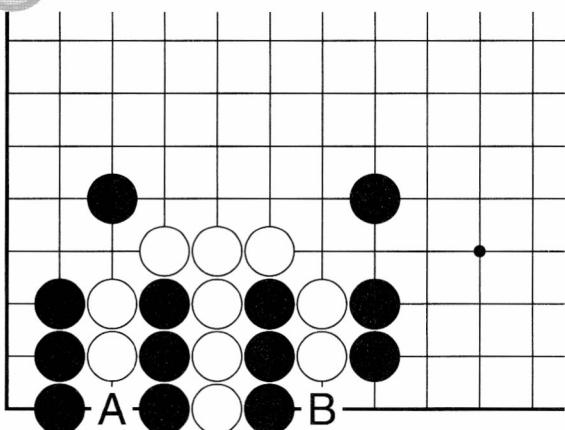
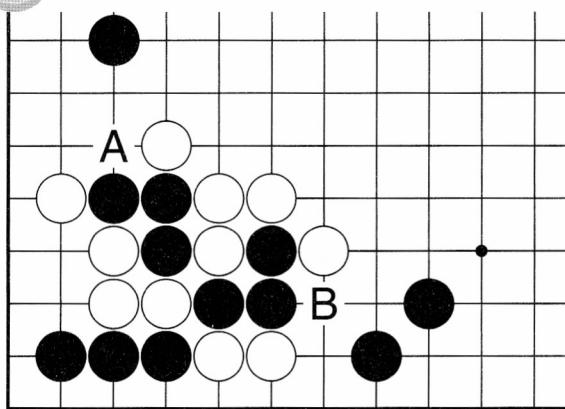
1**2****3****4****5****6**

6

Which Stones to Save?

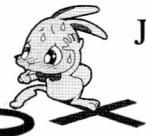
Judgment
ability

Which stones should Black save? Circle A or B.

7**8****9****10****11****12**

6

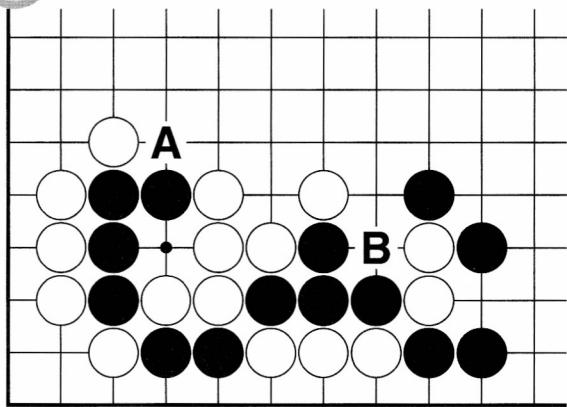
Which Stones to Save?



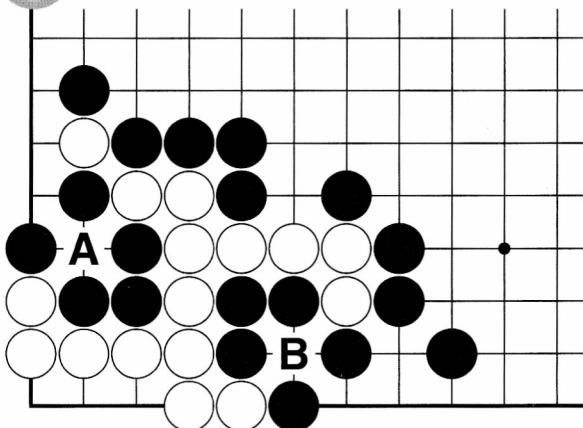
Judgment
ability

Which stones should Black save? Circle A or B.

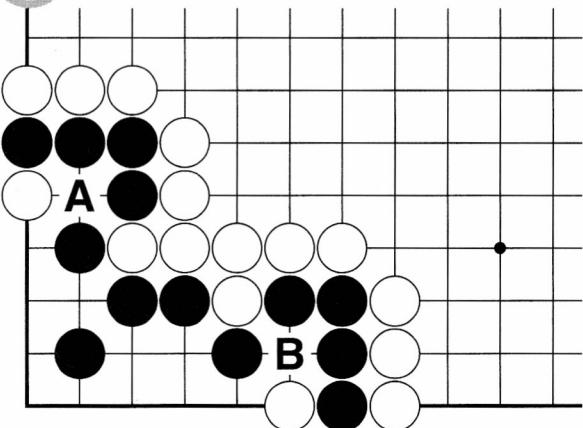
13



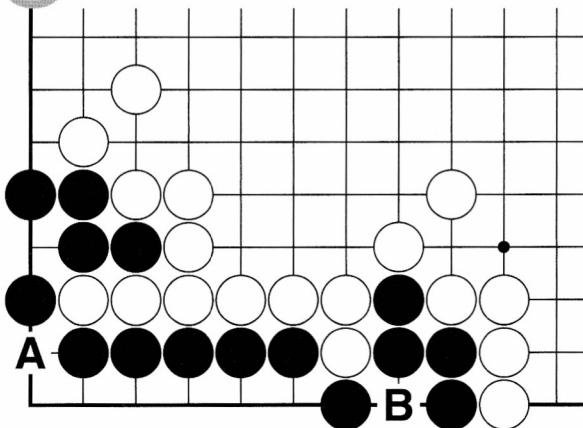
14



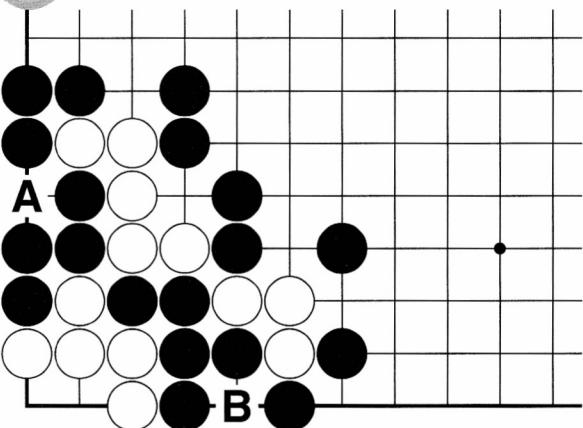
15



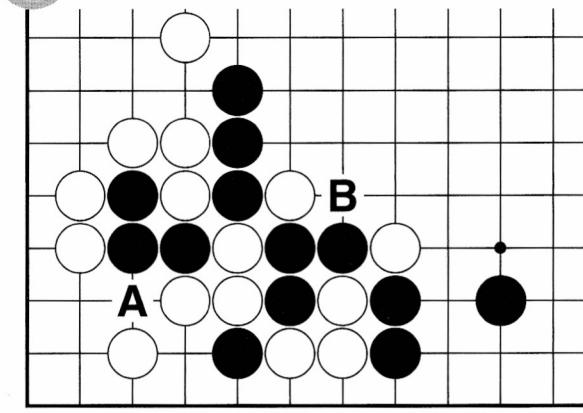
16



17



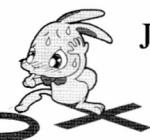
18



54

6

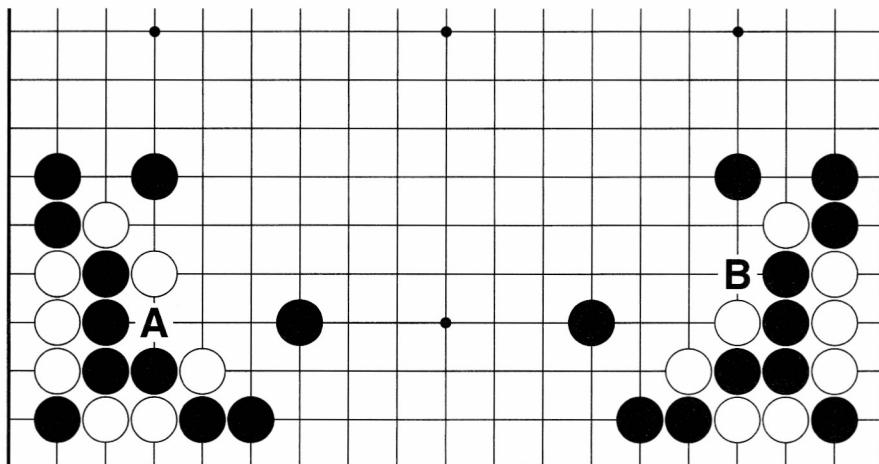
Which Stones to Save?



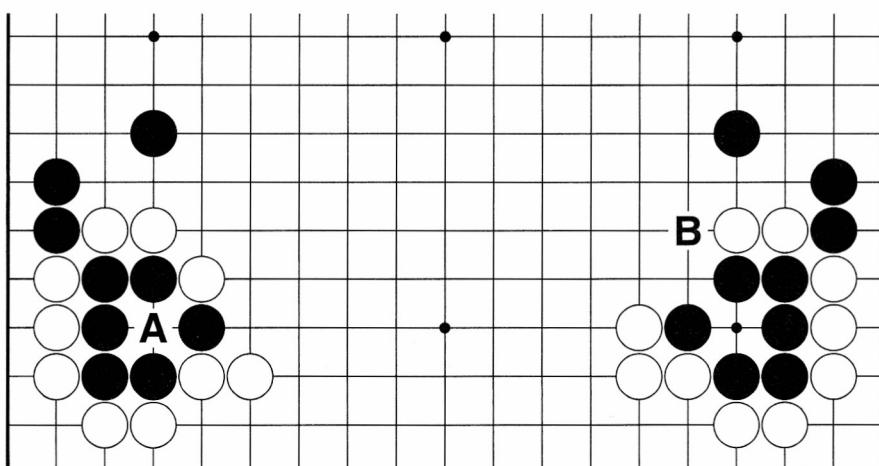
Judgment
ability

Which stones should Black save? Circle A, B or C.

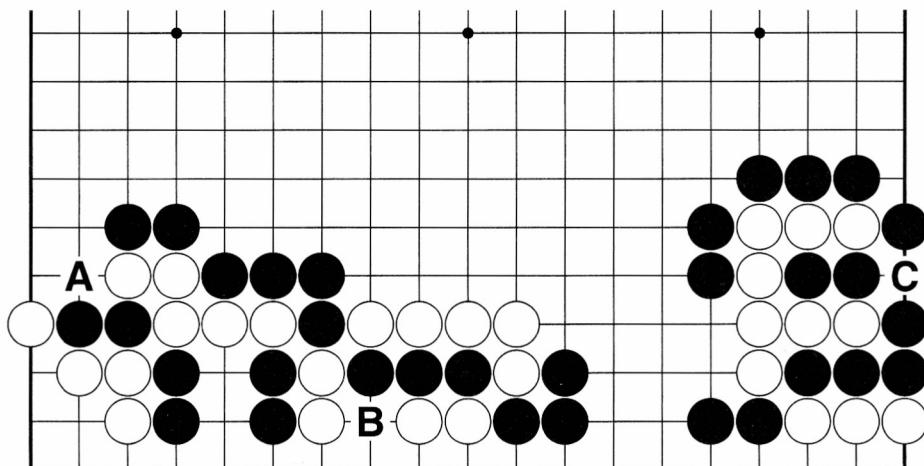
19



20



21



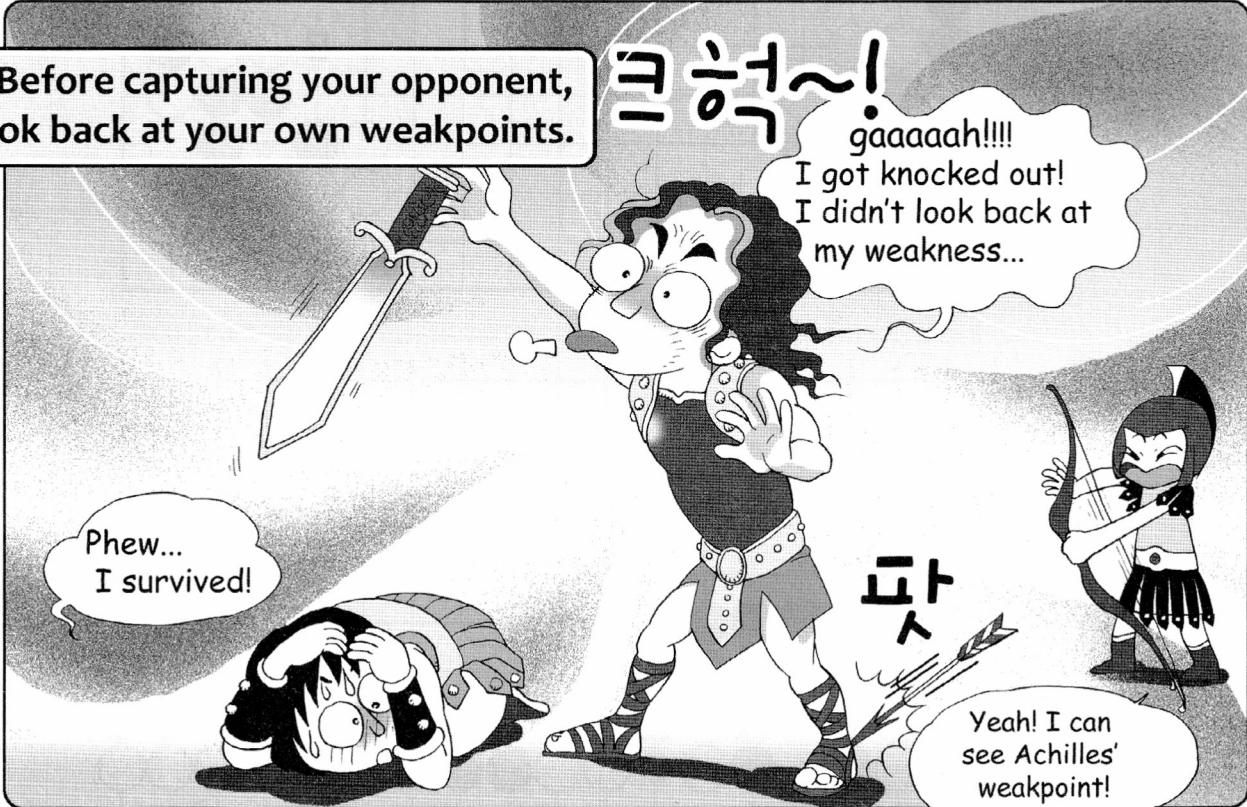
If you want to play Baduk well

1. Before thinking of capturing your opponent, first think of saving yourself.



sfx: ta ta ta ta ta

2. Before capturing your opponent, look back at your own weakpoints.



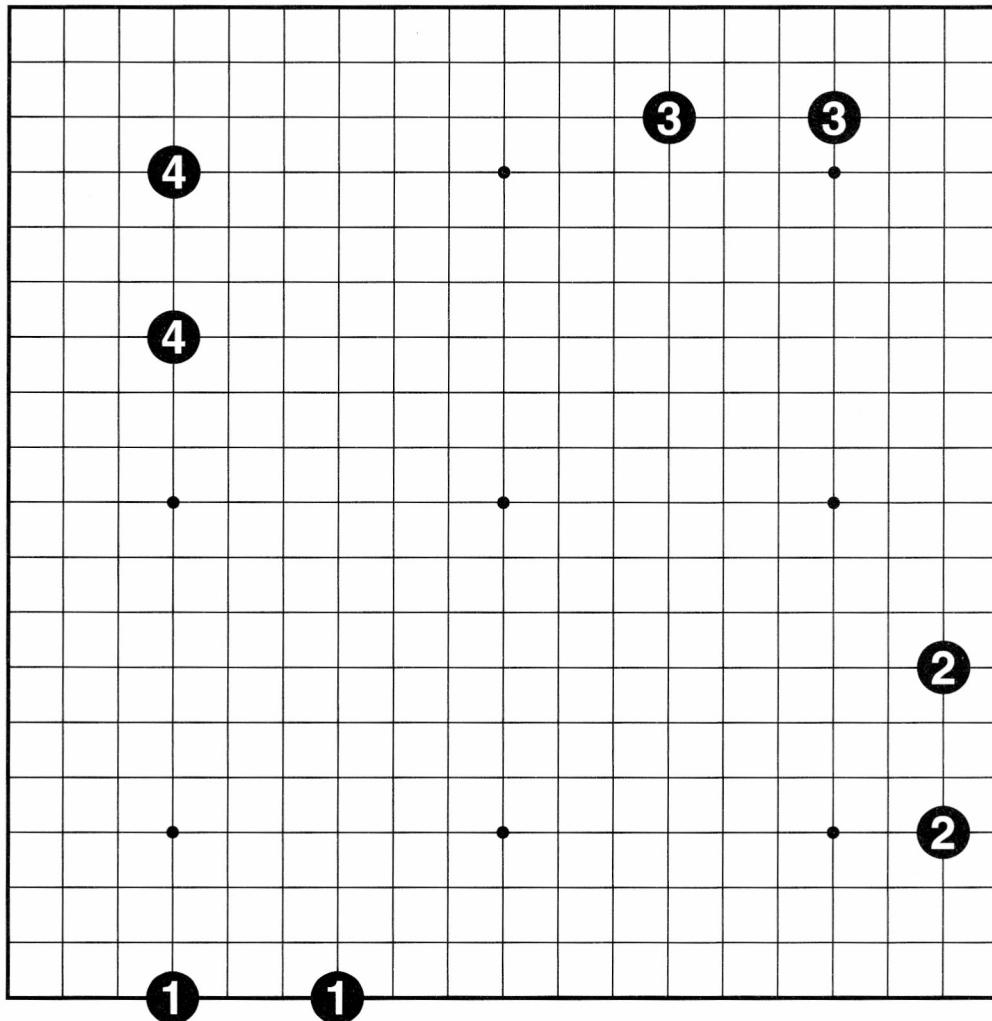
sfx: phuut

7

Territory Lines



Memory



Bad Lines

1st line (line of death): At this line your stones can be captured easily. Don't play at this line in the beginning!

2nd line (line of defeat): Line to lose the game. It is difficult to make territory at this line.

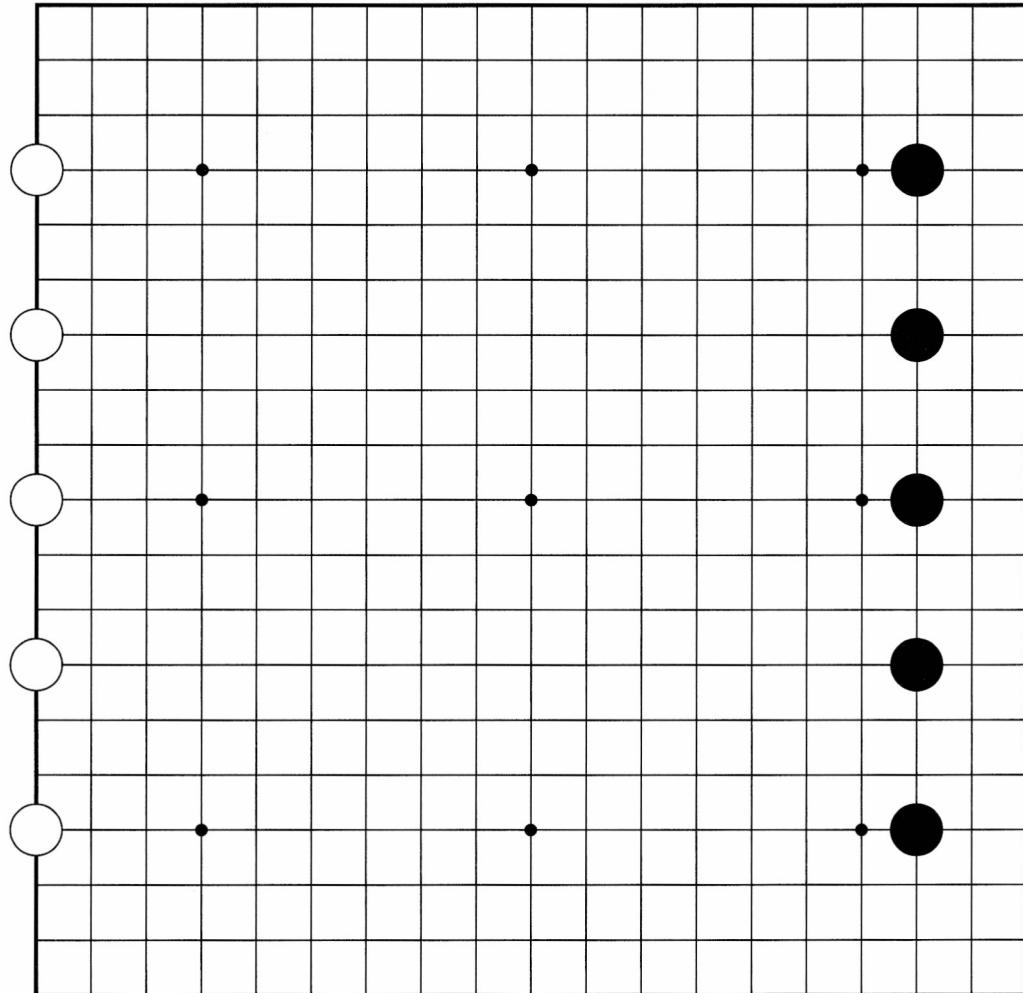
Good Lines

3rd line (territory line): You can make solid territory.

4th line (influence line): You can make a big framework.

7

Territory Lines



Who has made the better territory?

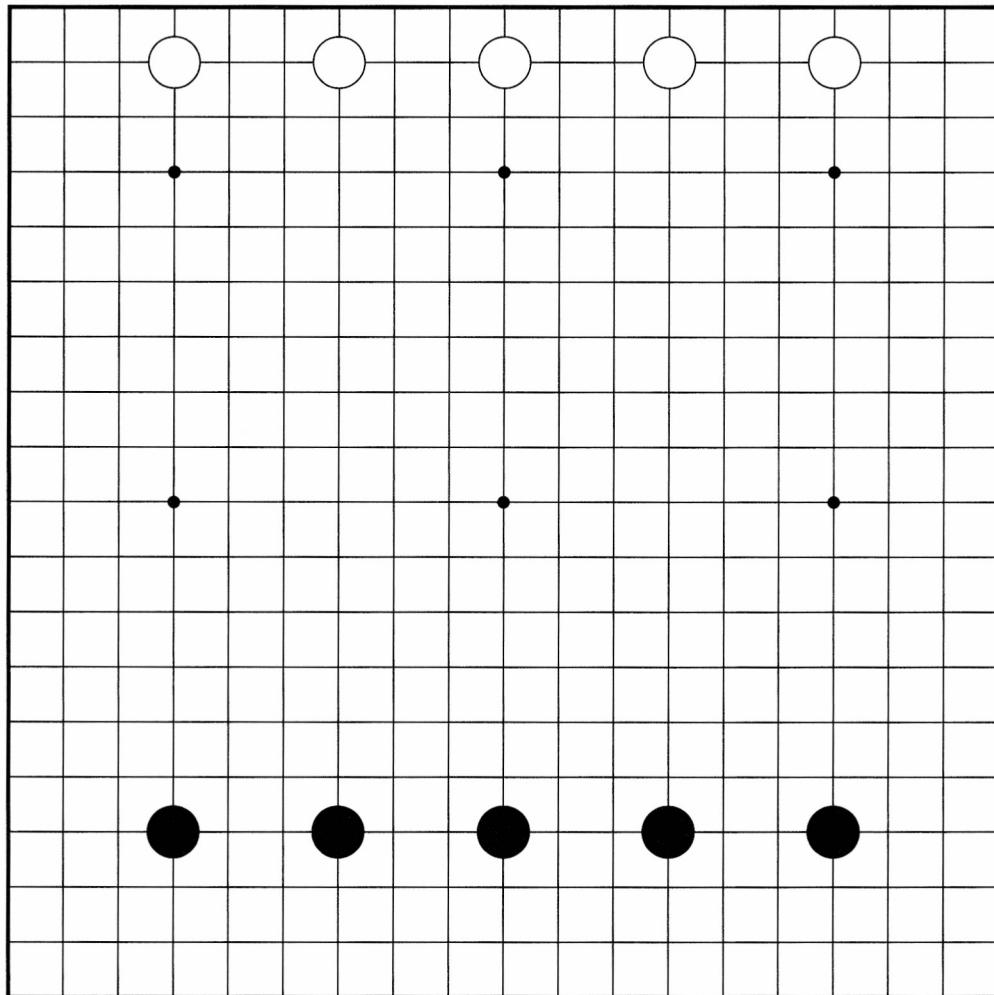
Black () White ()

7

Territory Lines

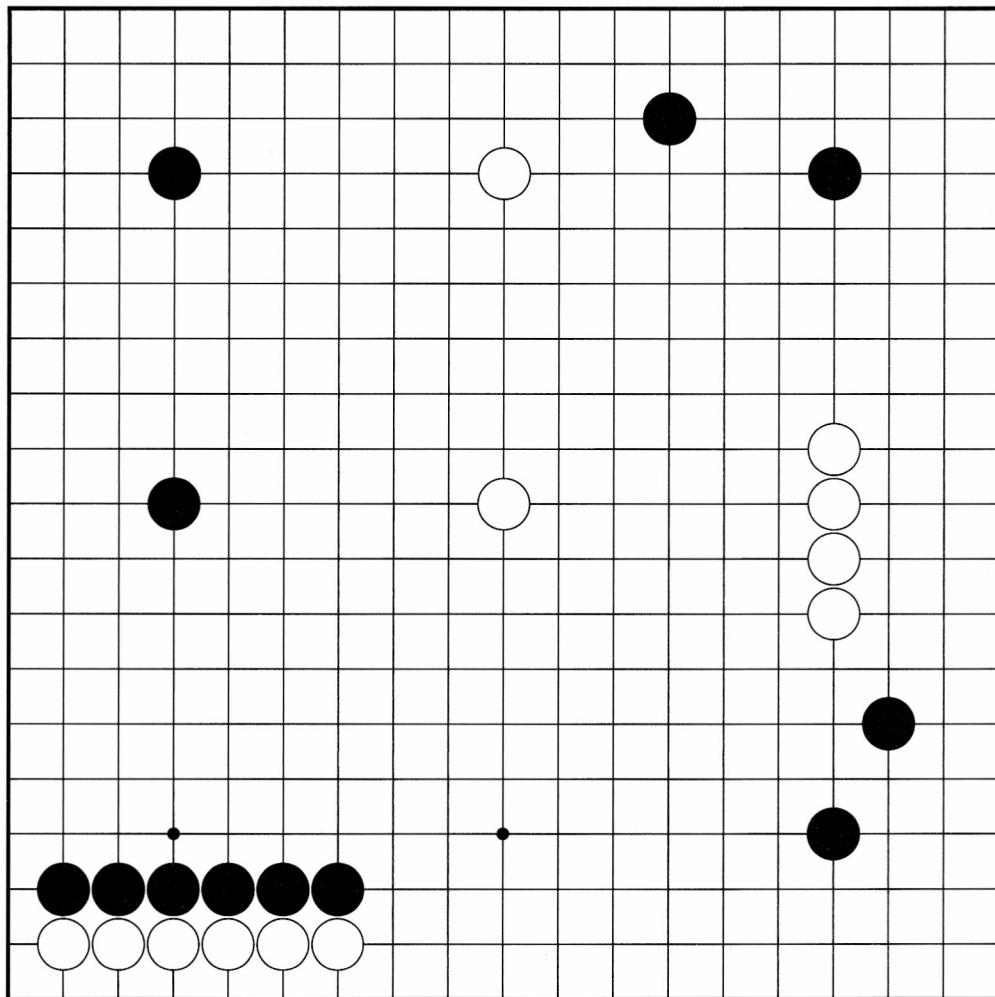


Memory



Who has made the better territory?

Black () White ()

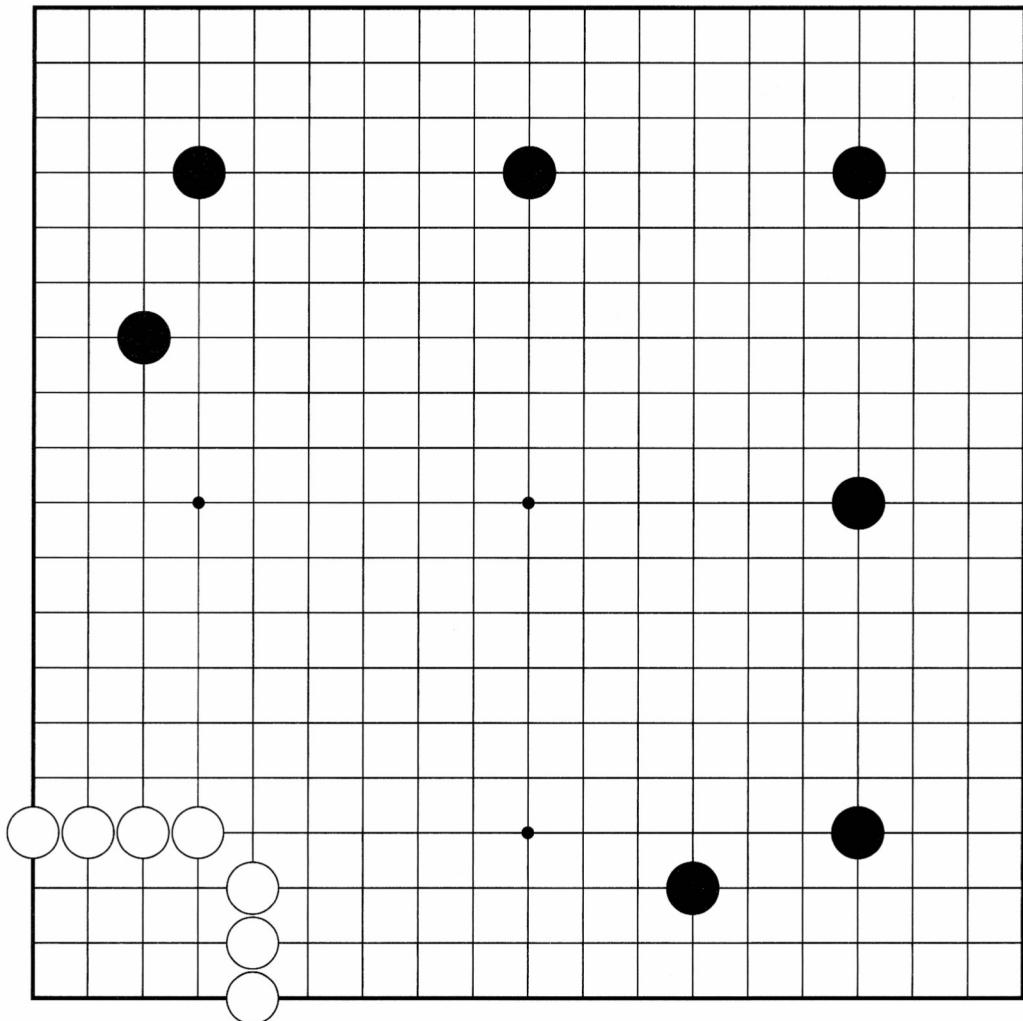
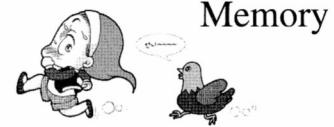


Who has made the better territory?

Black () White ()

7

Territory Lines

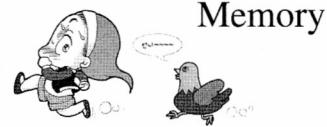


Who has made the better territory?

Black () White ()

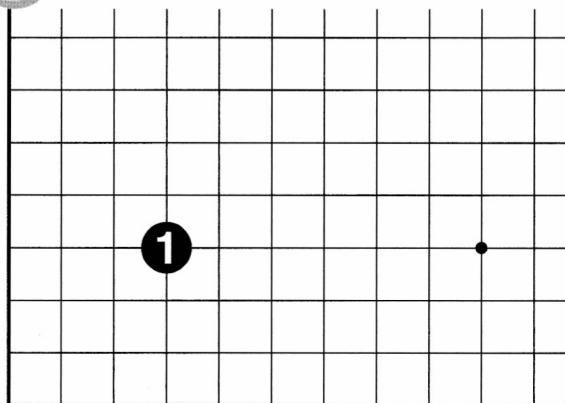
7

Corner Terms

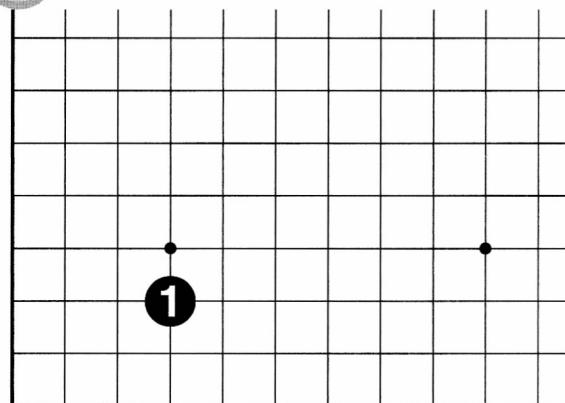


Memory

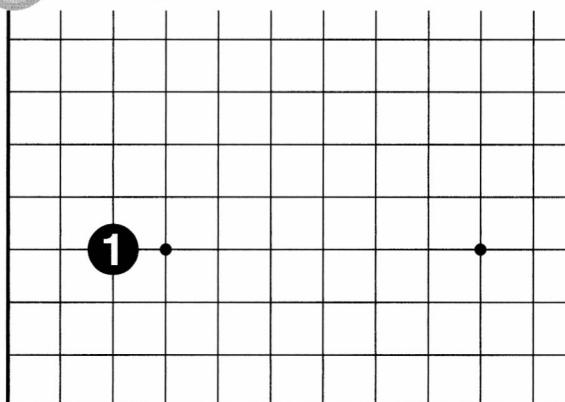
1 Star Point, 4-4-point



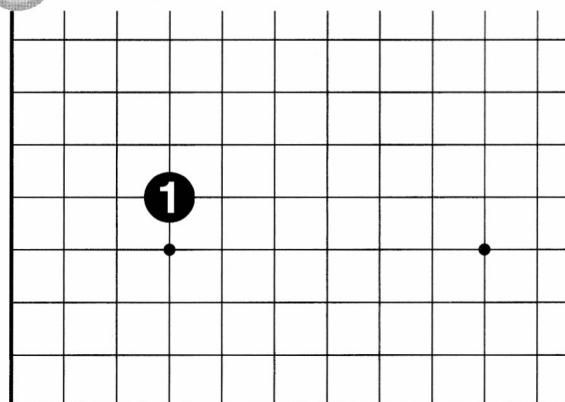
2 3-4 point



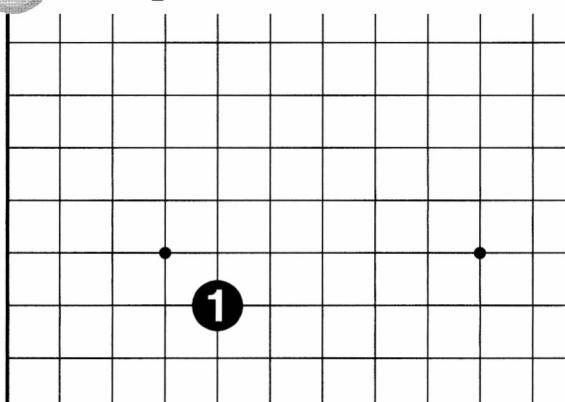
3 3-4 point



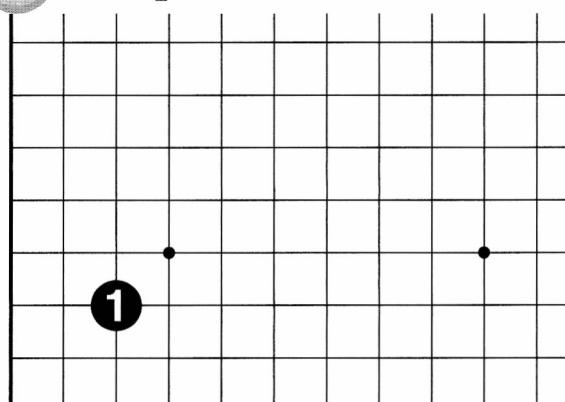
4 4-5 point



5 3-5 point



6 3-3 point

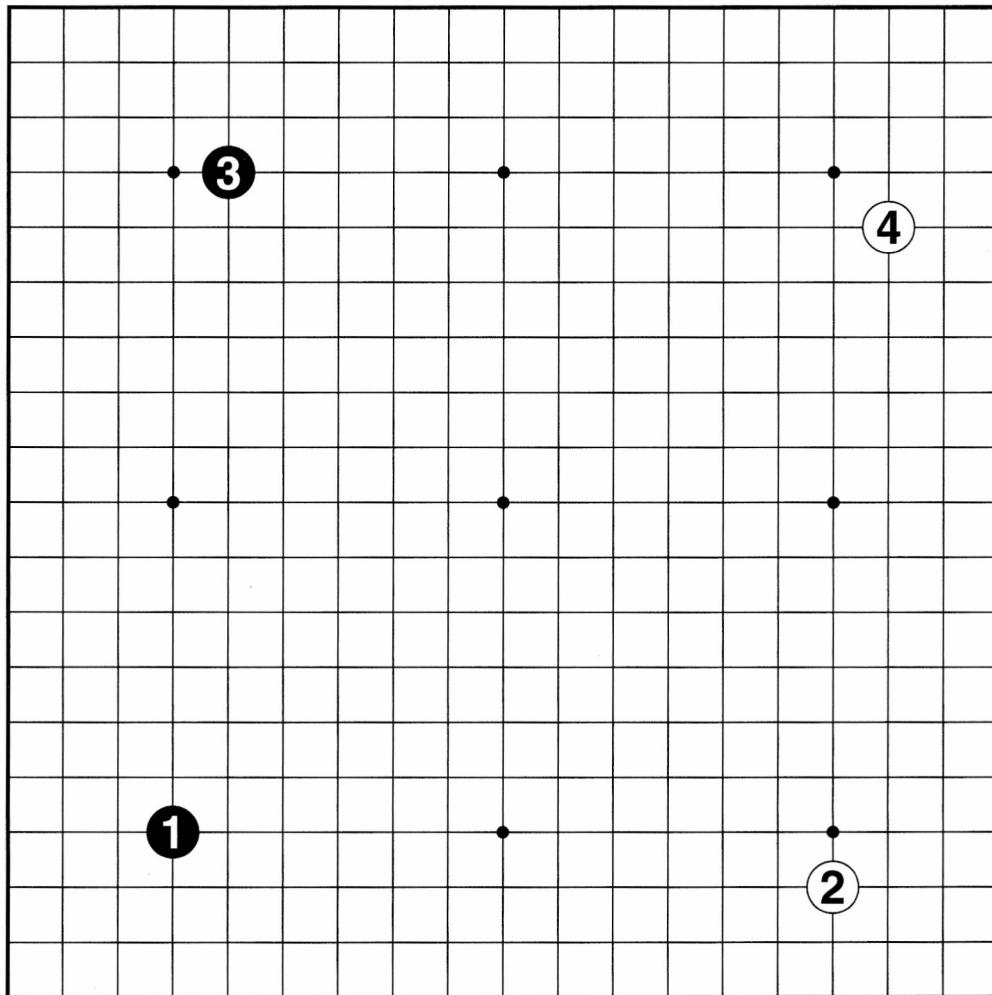


7

Corner Terms



Memory



Find for each number the name of the point and connect them.

- ① ·
- ② ·
- ③ ·
- ④ ·

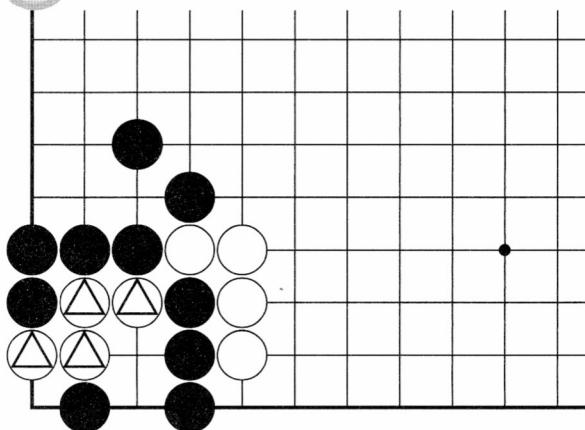
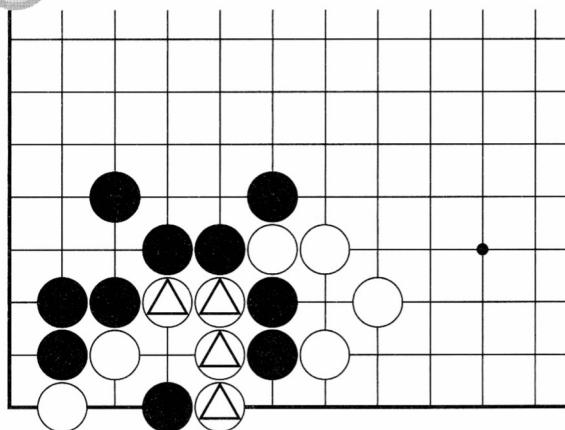
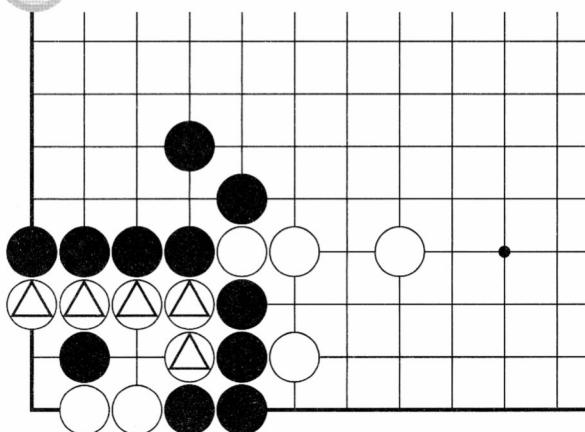
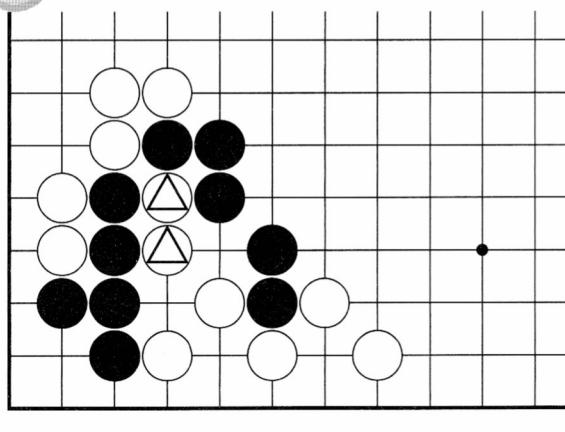
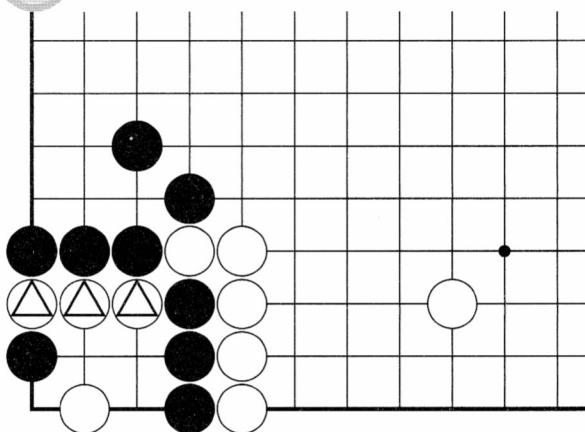
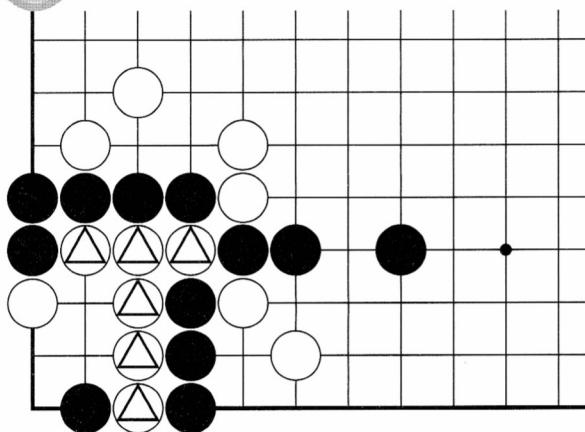
- 3-4 Point
- 3-5 Point
- Star Point
- 4-5 Point

8

Where to Atari (Dansu)

Thinking
power

Capture the stones by playing the right atari.

1**2****3****4****5****6**

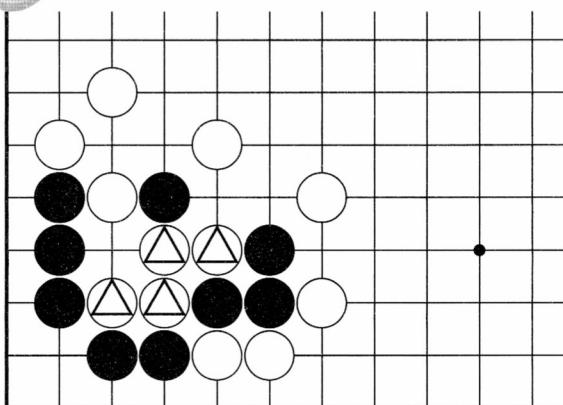
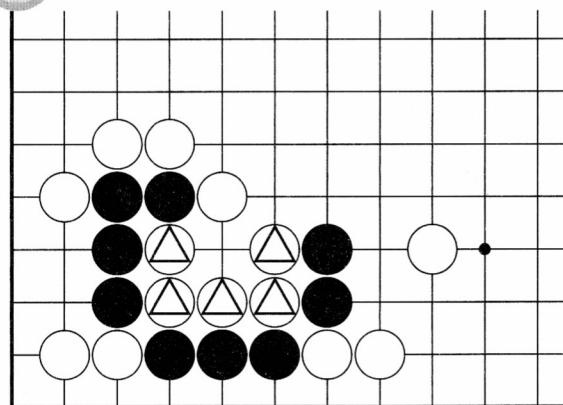
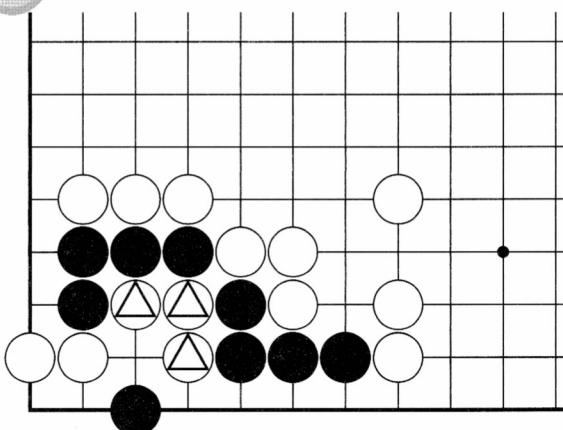
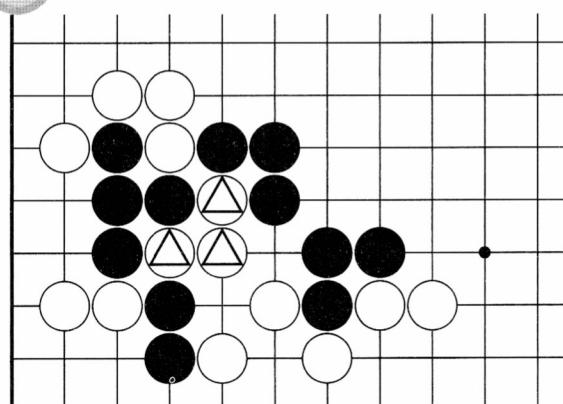
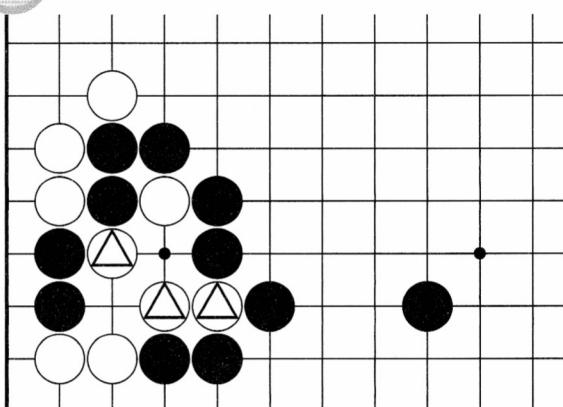
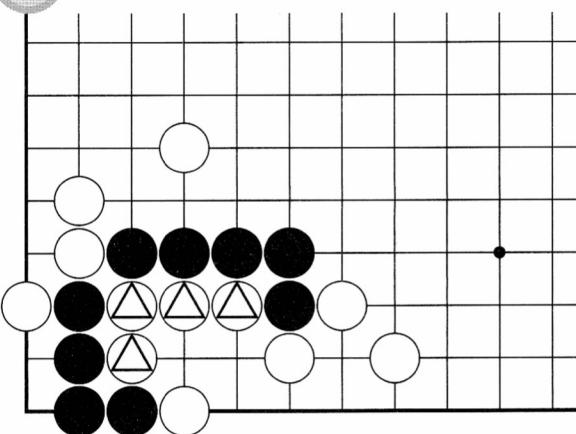
8

Where to Atari (Dansu)



Thinking power

Capture the stones by playing the right atari.

7**8****9****10****11****12**

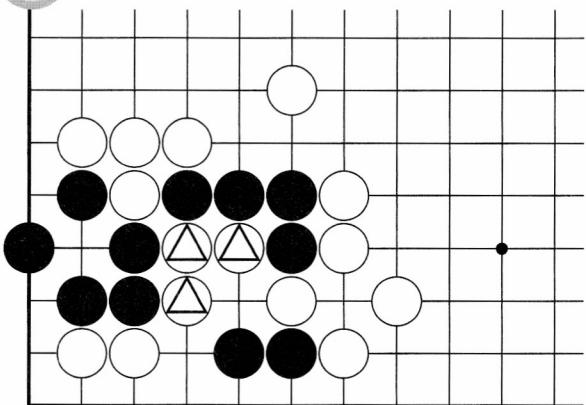
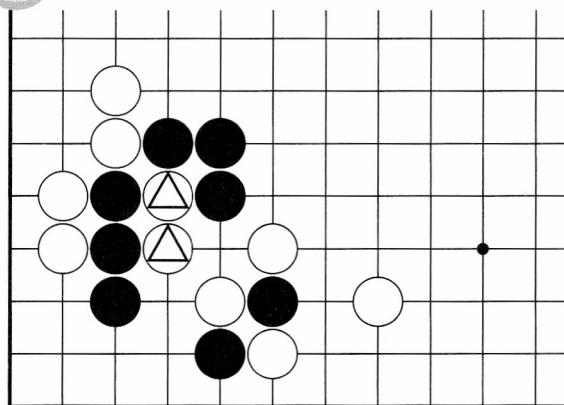
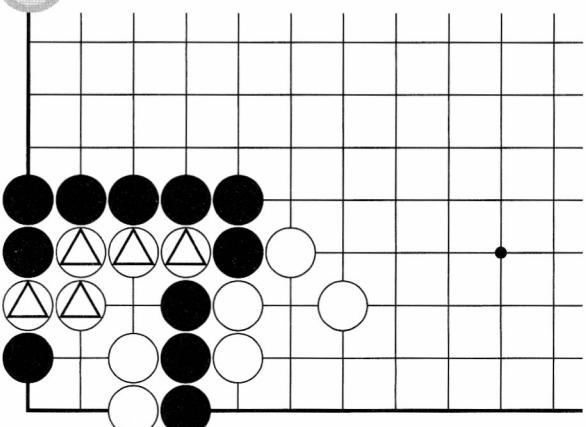
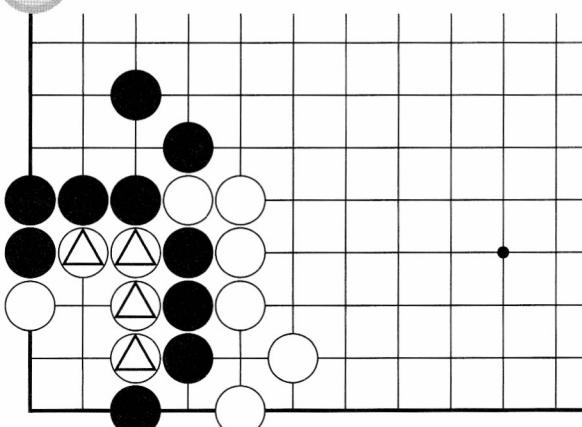
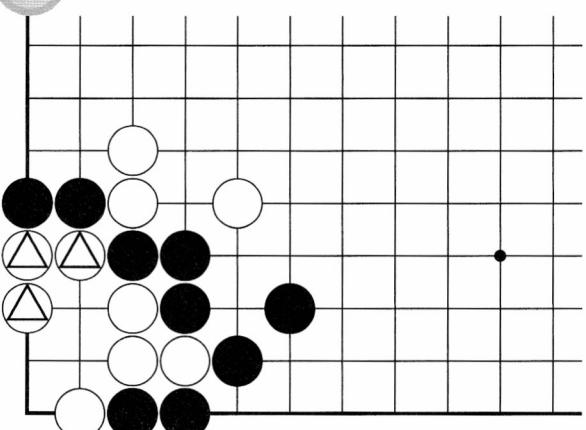
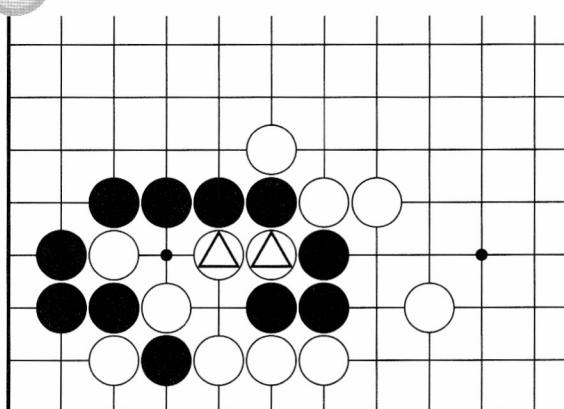
8

Where to Atari (Dansu)



Thinking power

Capture the stones by playing the right atari.

13**14****15****16****17****18**

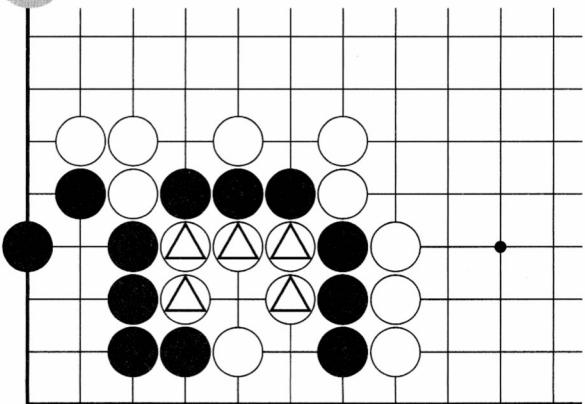
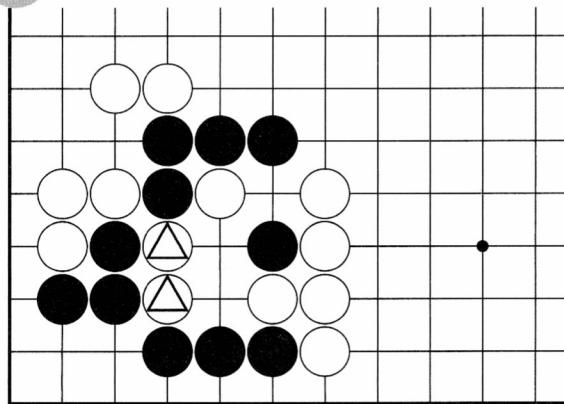
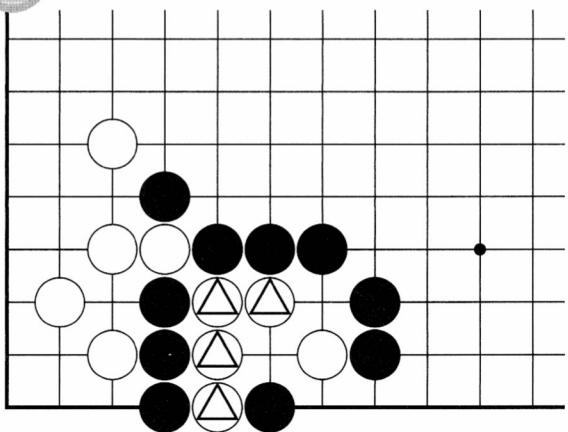
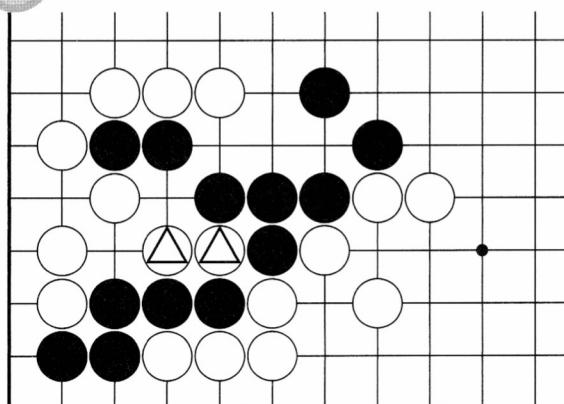
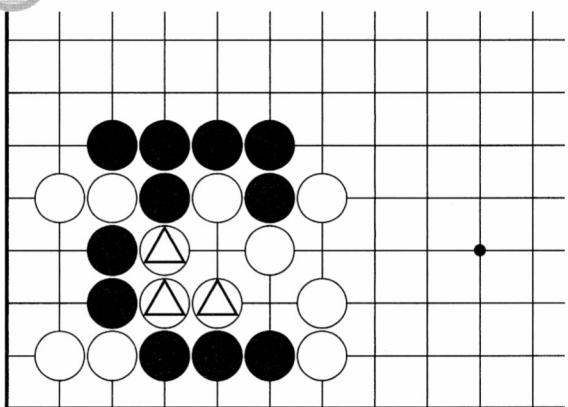
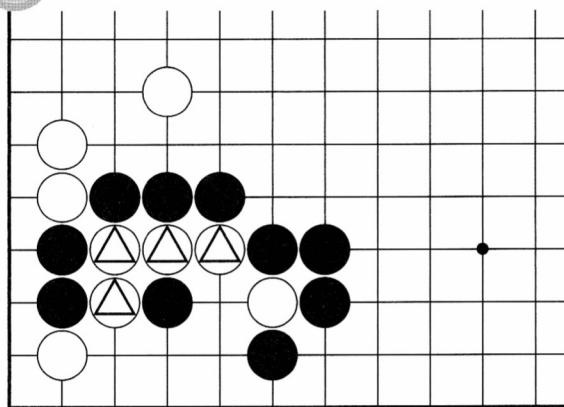
8

Where to Atari (Dansu)



Thinking power

Capture the stones by playing the right atari.

19**20****21****22****23****24**

8

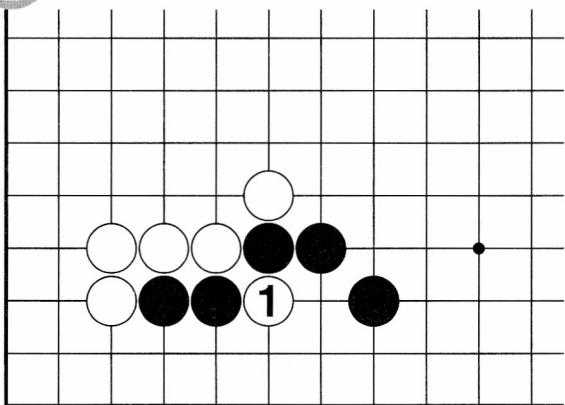
How to Answer



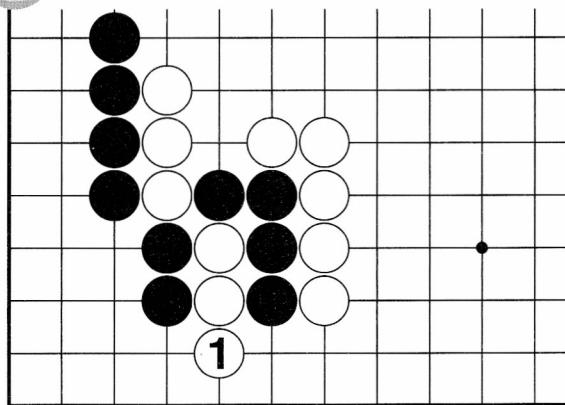
Thinking power

How should Black answer ①?

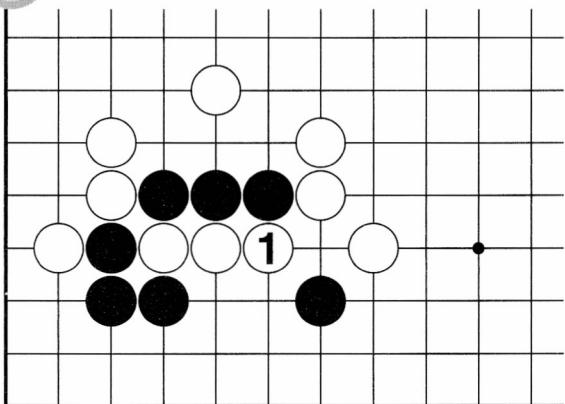
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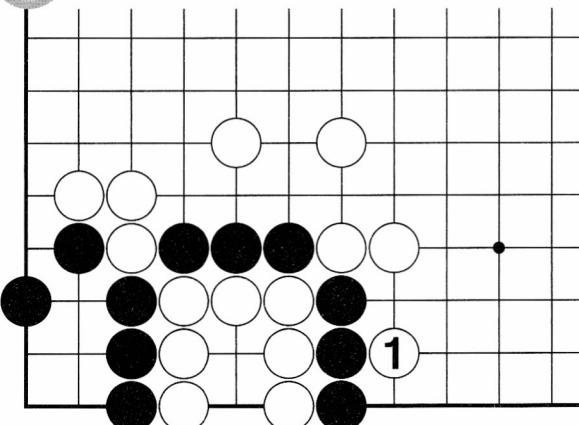
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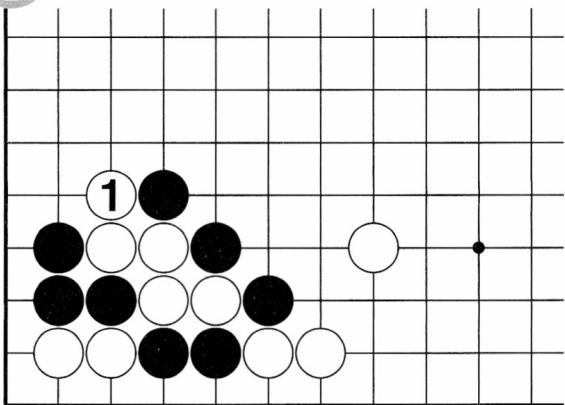
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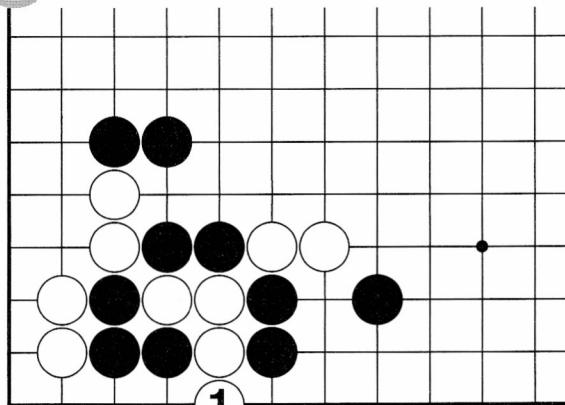
4



5



6



8

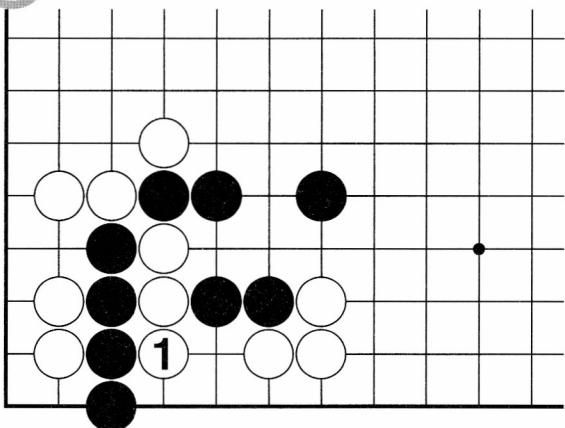
How to Answer



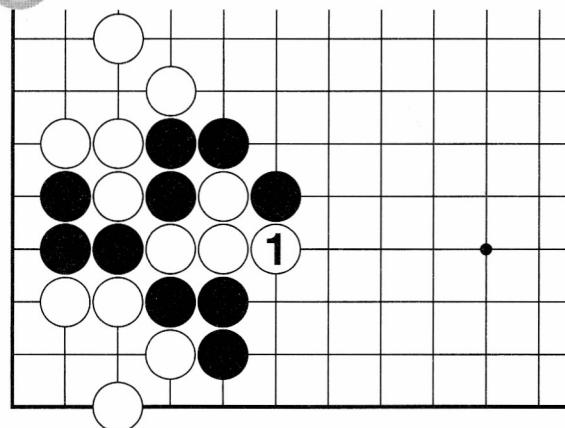
Thinking power

How should Black answer ①?

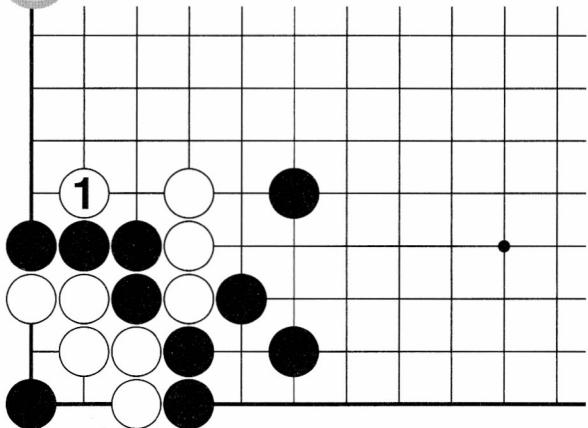
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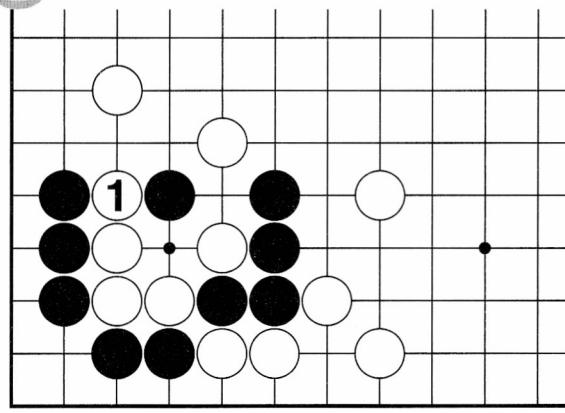
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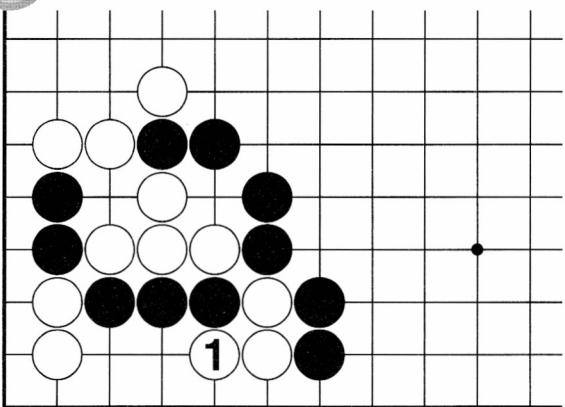
9



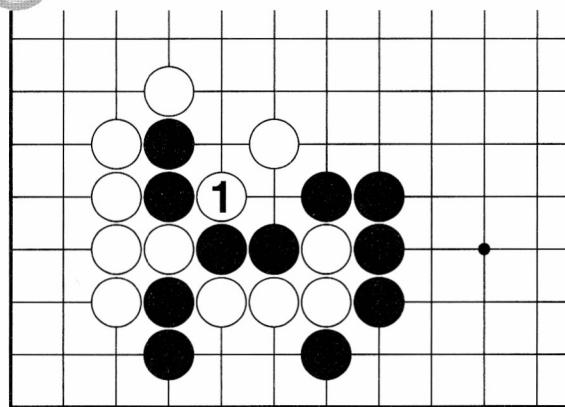
10



11



12

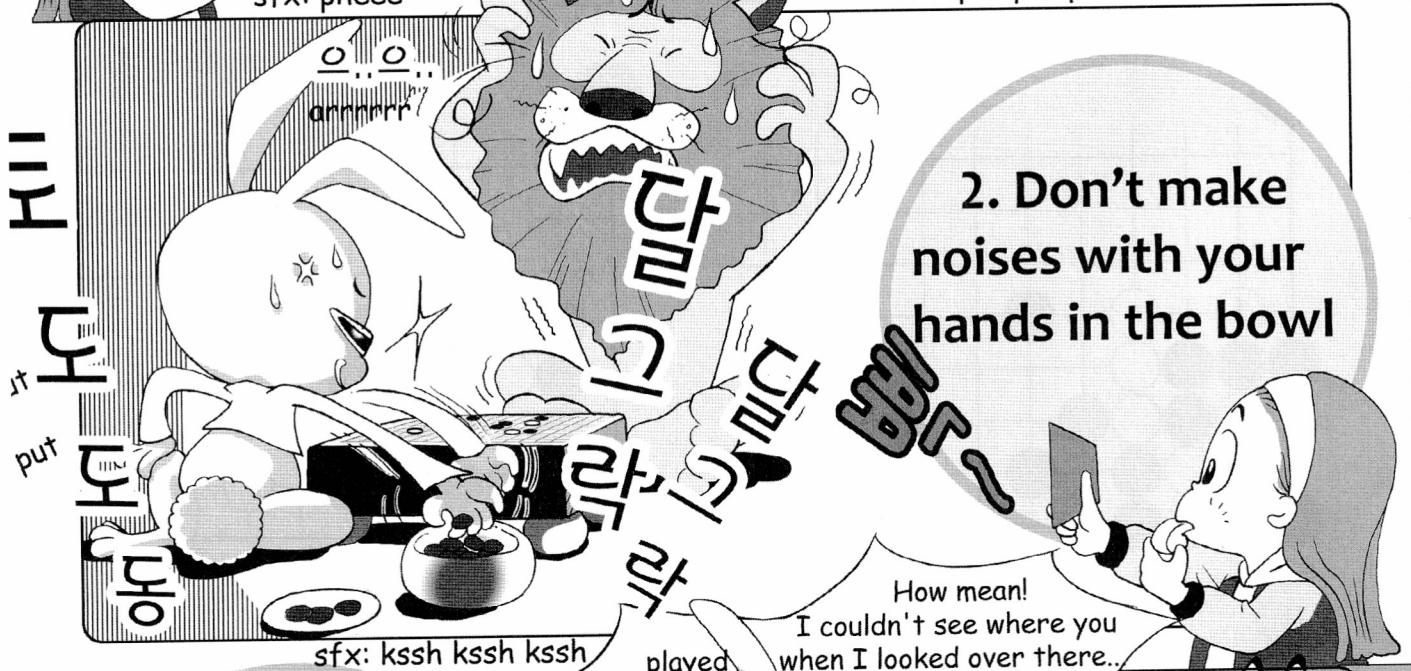


Attitude during the game

1. Be quiet



2. Don't make noises with your hands in the bowl

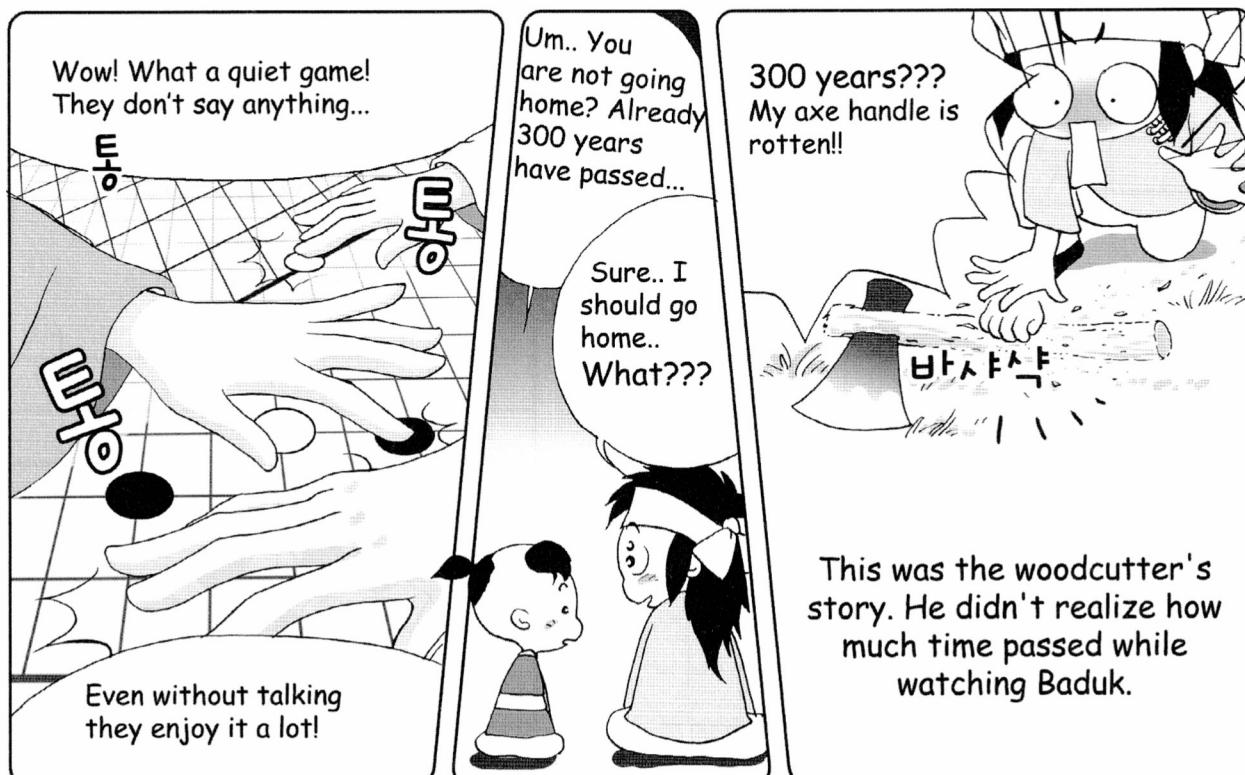
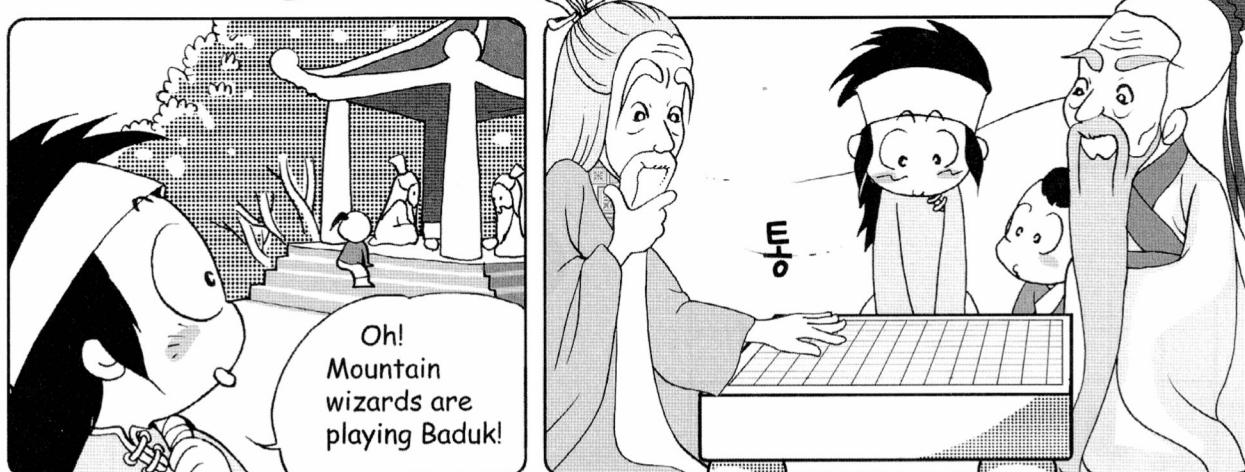
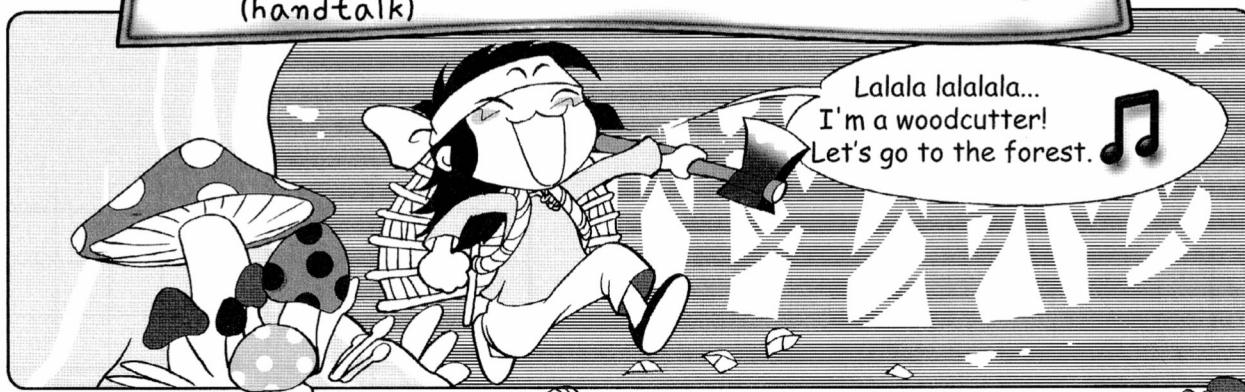


3. Don't look away



수담 (手談) (handtalk)

- talk without speaking



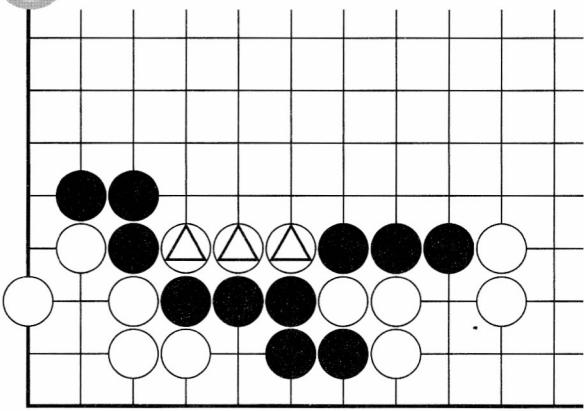
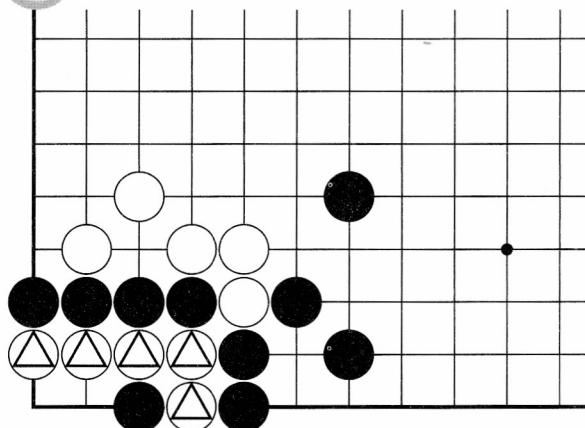
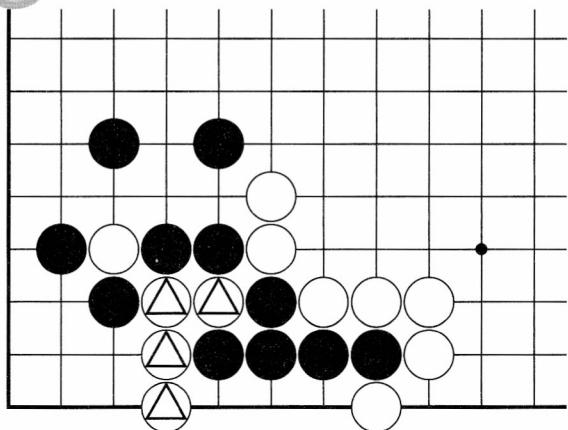
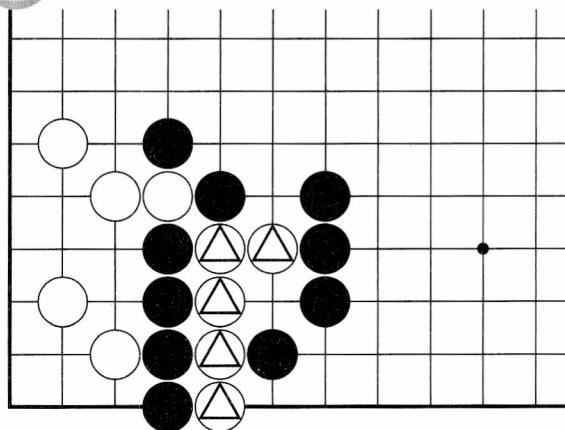
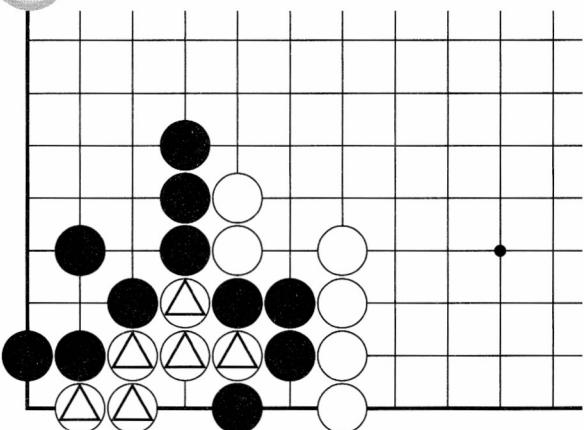
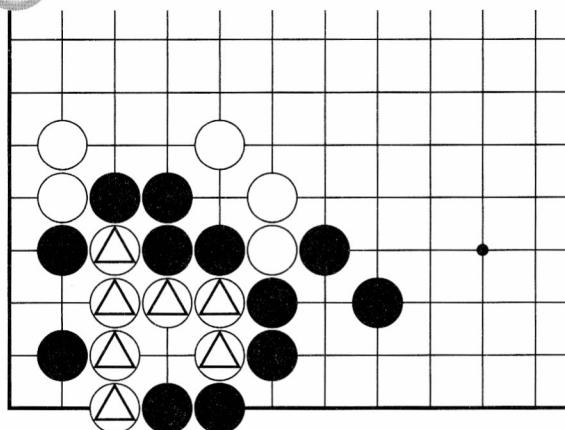
sfx: shoooooo...

9

Capturing Race (Review)

Math
ability

Capture the \triangle stones.

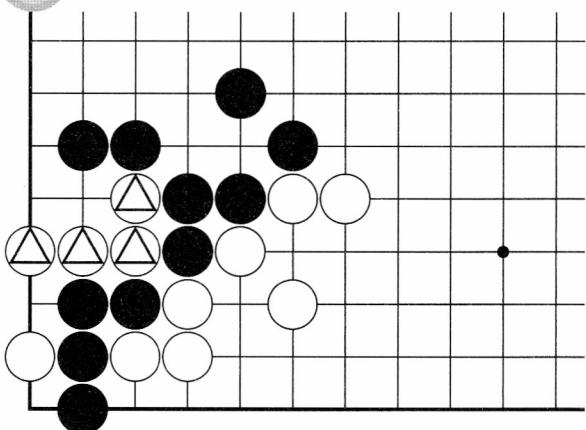
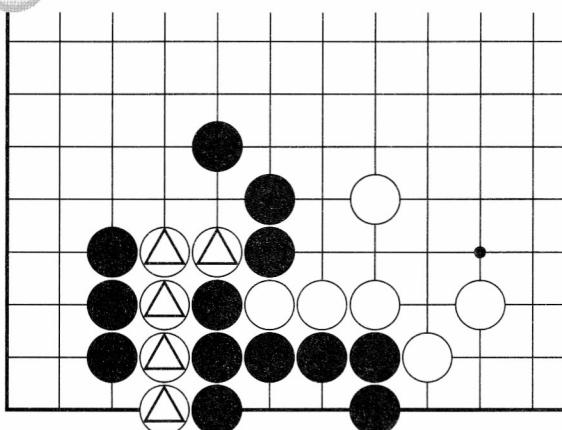
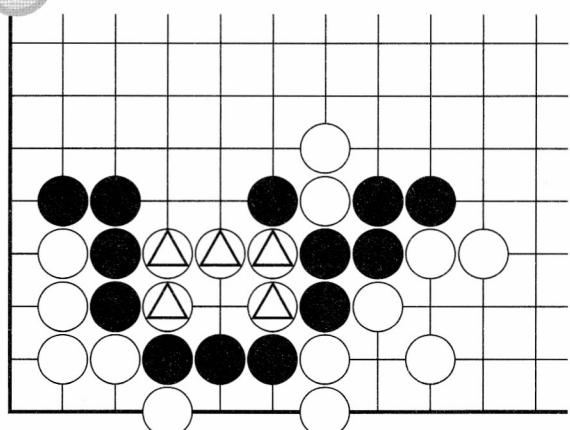
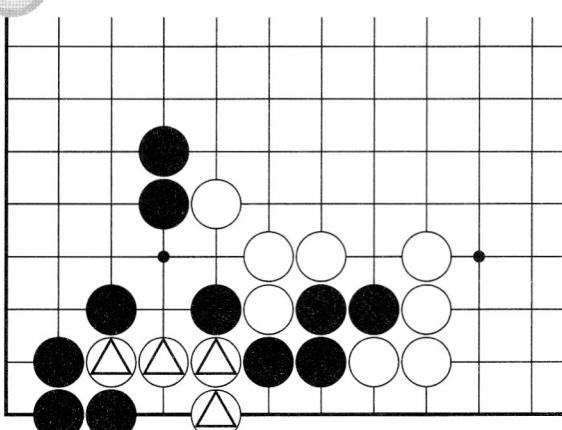
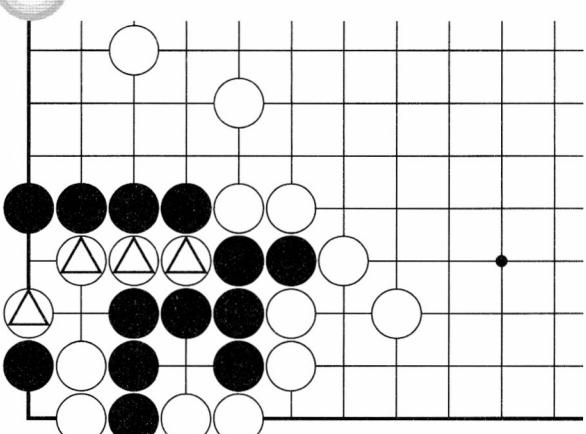
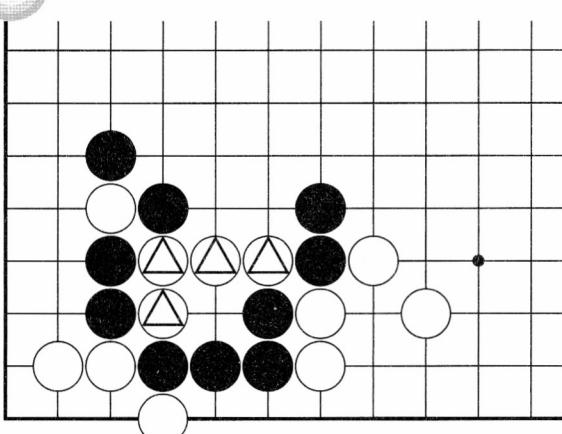
1**2****3****4****5****6**

9

Capturing Race (Review)

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ability

Capture the \triangle stones.

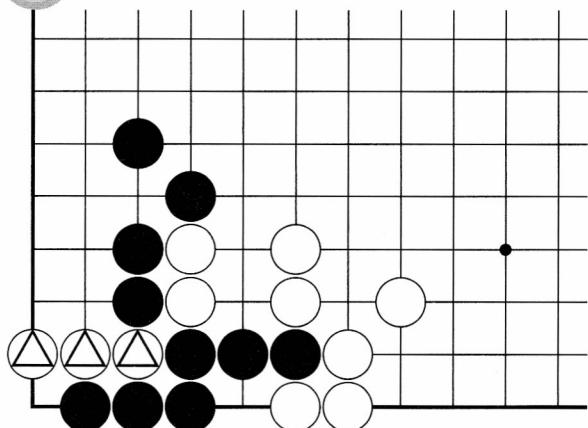
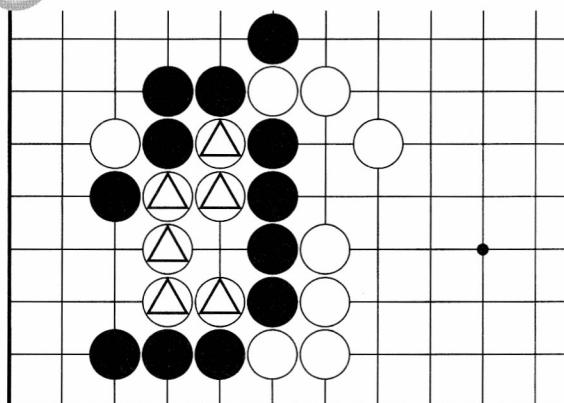
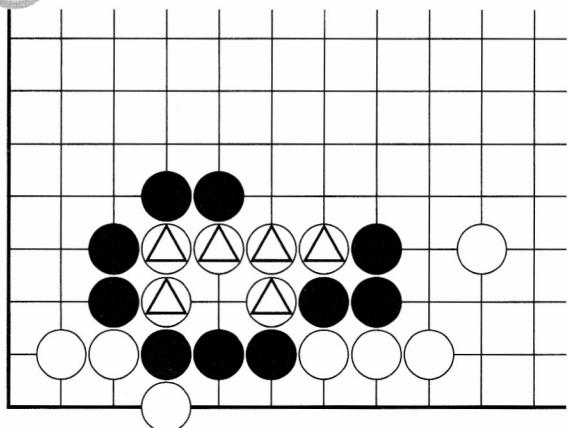
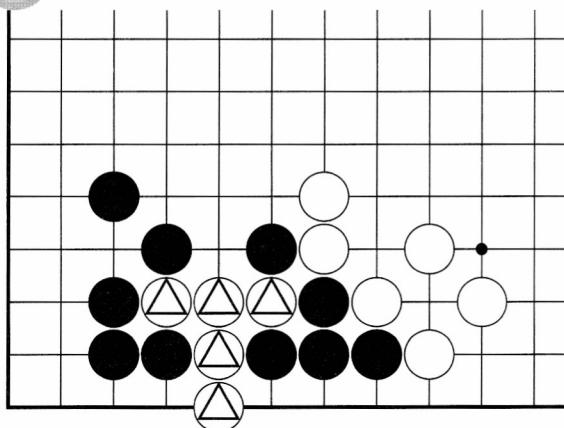
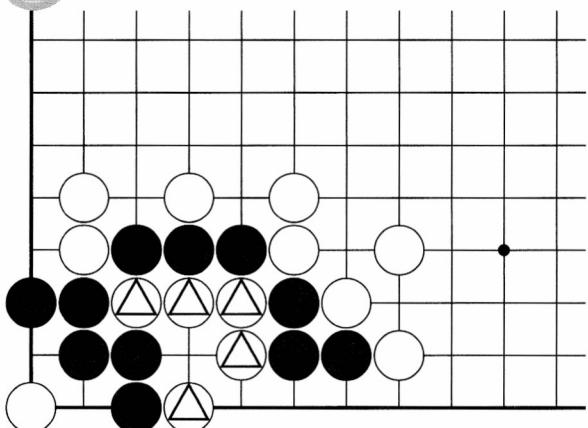
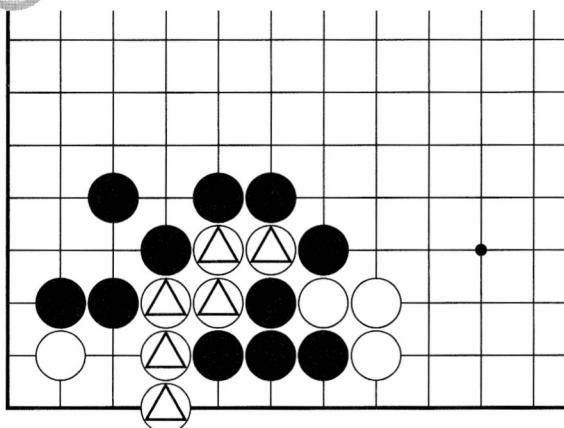
7**8****9****10****11****12**

9

Capturing Race (Review)

Math
ability

Capture the stones.

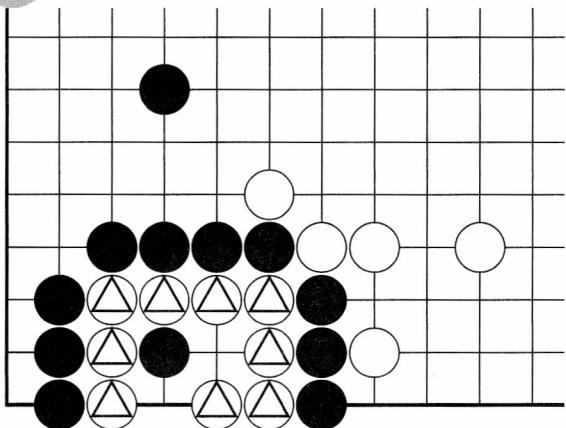
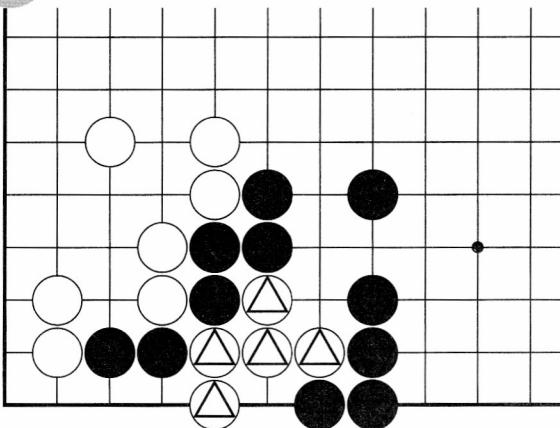
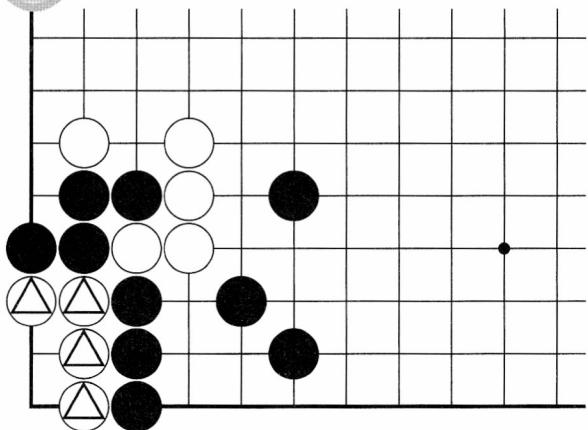
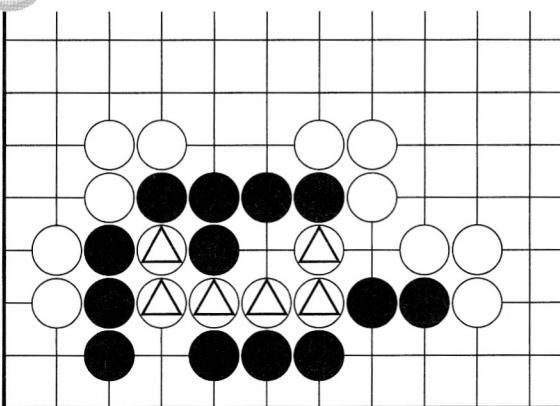
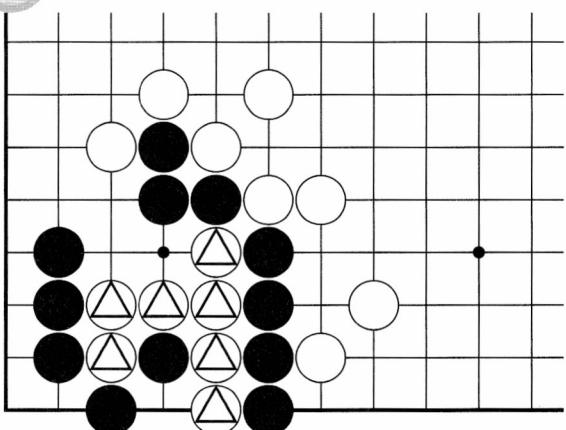
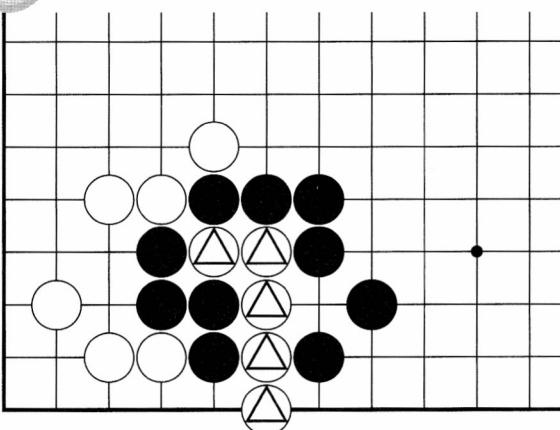
13**14****15****16****17****18**

9

Capturing Race (Review)

Math
ability

Capture the \triangle stones.

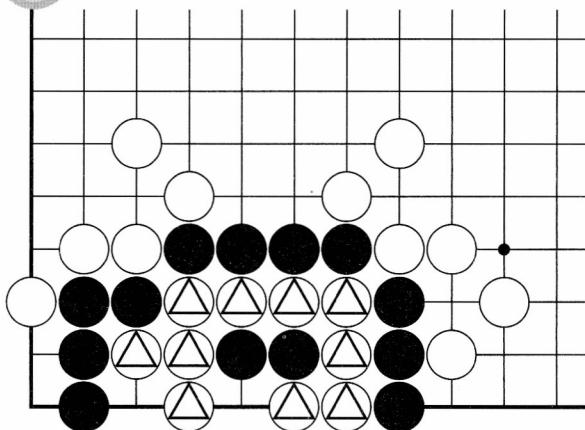
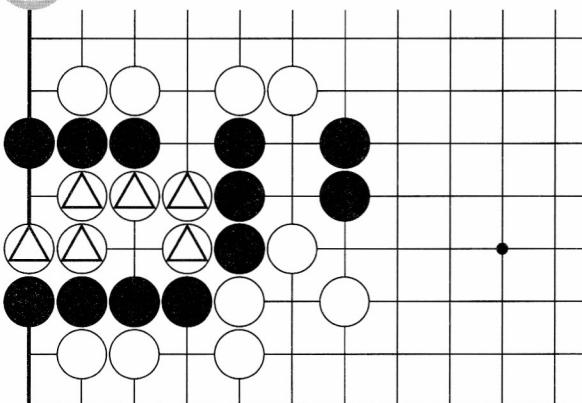
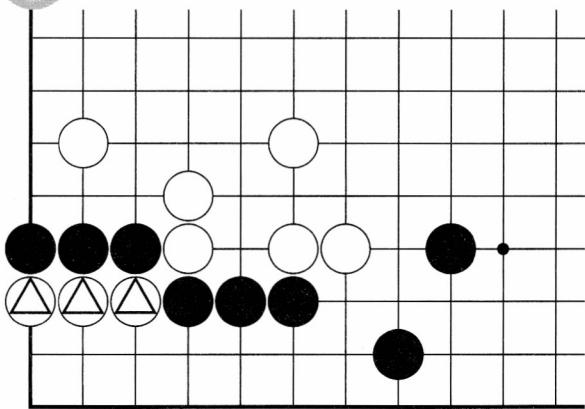
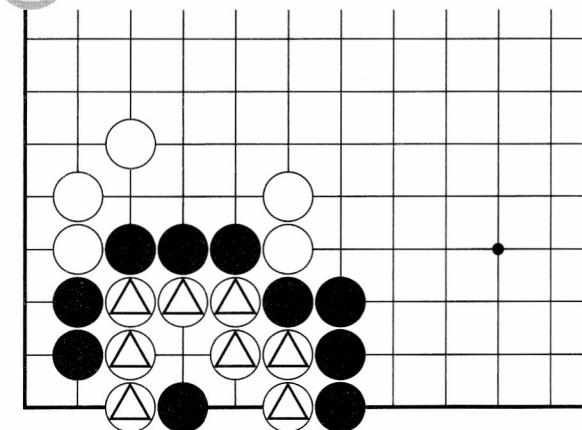
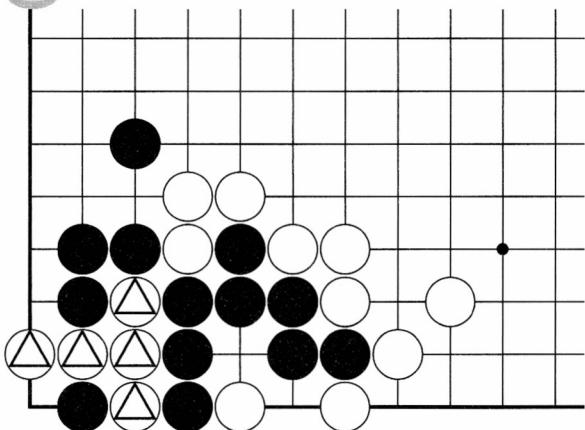
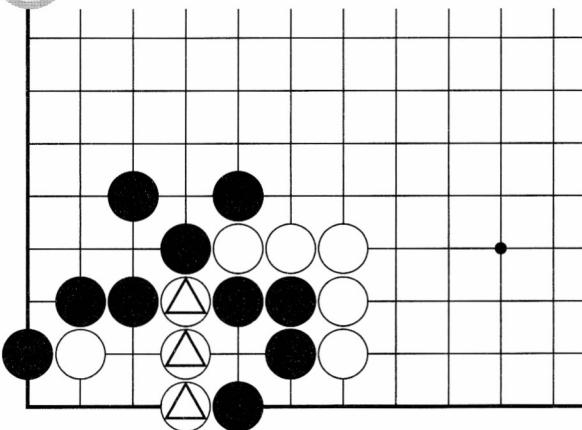
19**20****21****22****23****24**

9

Capturing Race (Review)

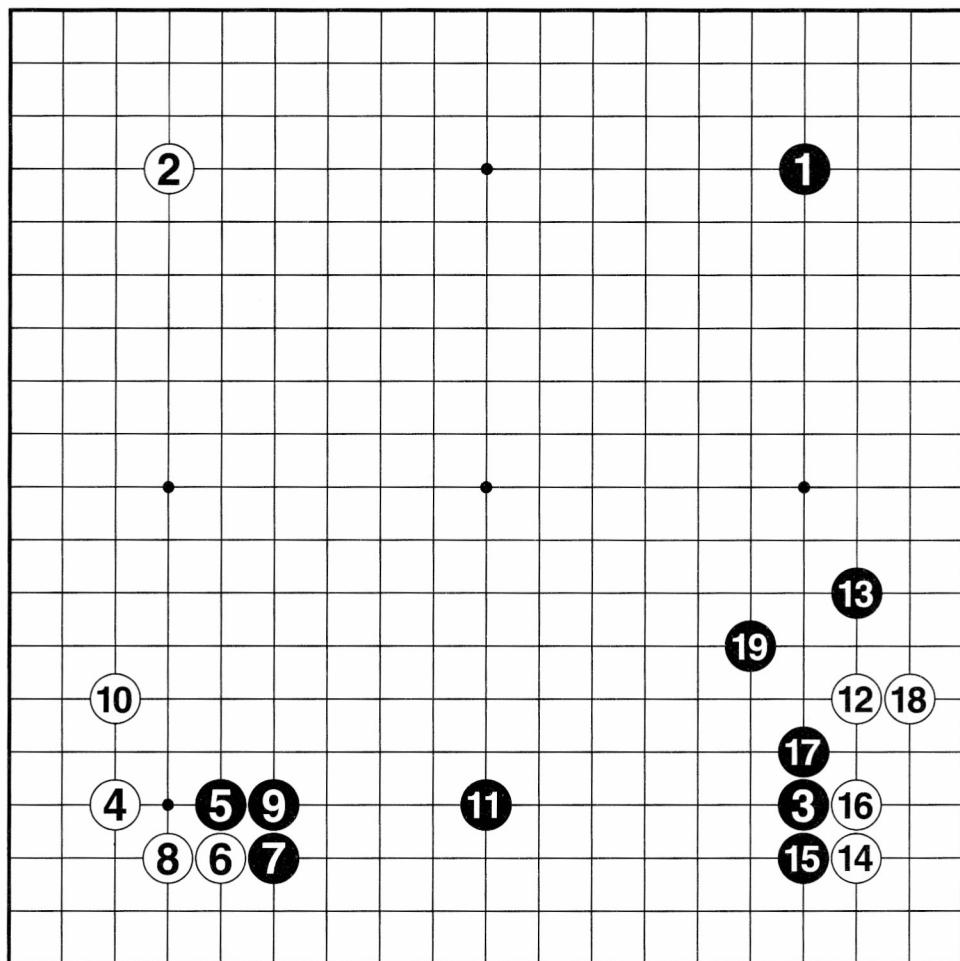
Math
ability

Capture the stones.

25**26****27****28****29****30**

Opening 2

Let's study another professional players' opening. First play the stones and read the text and then just replay the stones.



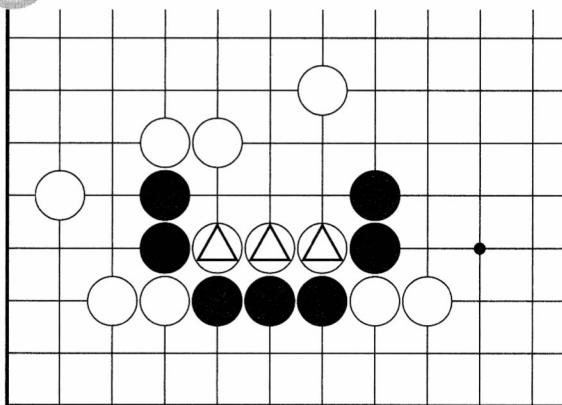
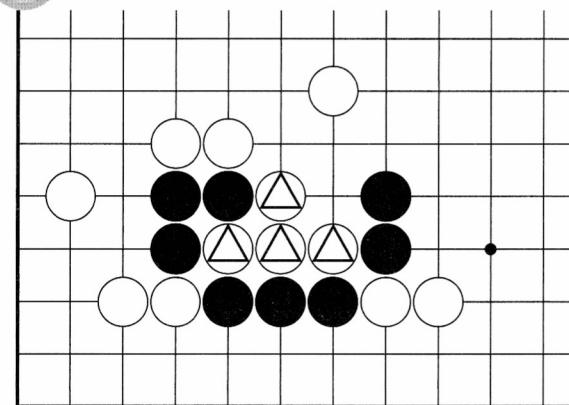
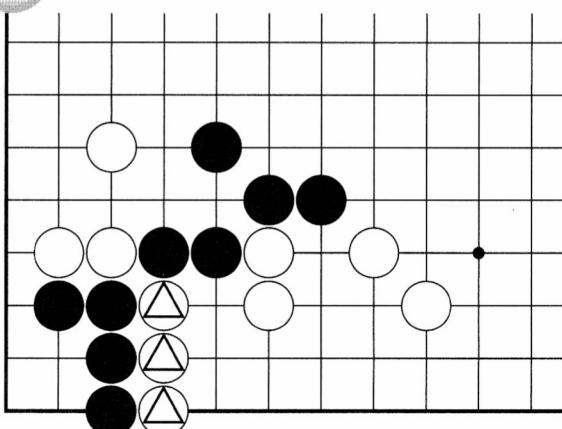
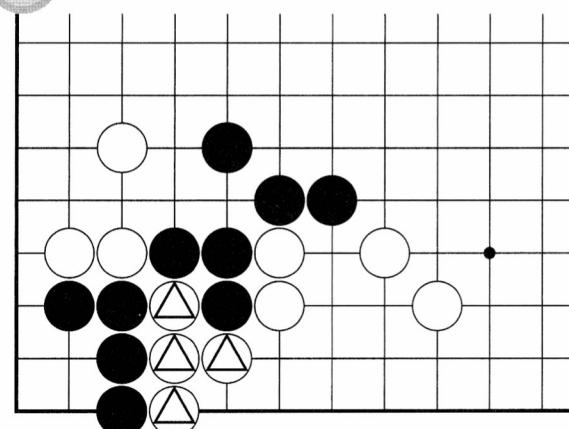
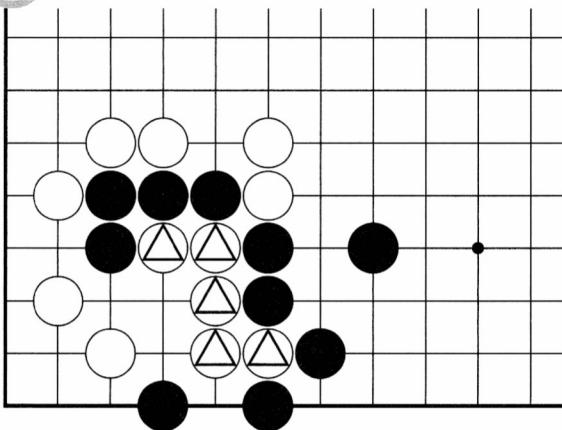
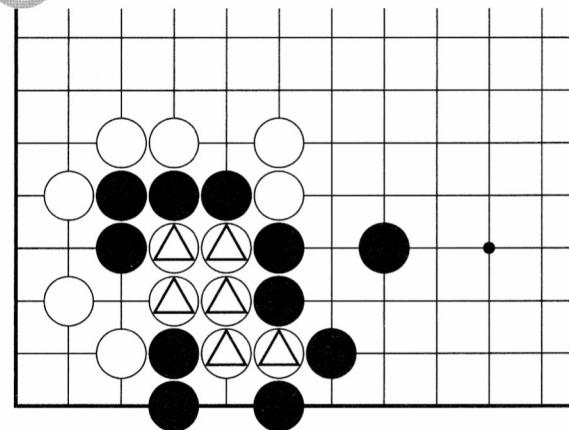
- | | |
|-------------------------------|--------------------------|
| ① Star Point | ② Star Point |
| ③ 2-Star-Formation | ④ 3-4 point |
| ⑤ High One-Space-Approach | ⑥ Knight's Attachment |
| ⑦ Hane (Bend) | ⑧ Stretch |
| ⑨ Solid Connection | ⑩ One-Point-Jump |
| ⑪ 3-Space-Extension | ⑫ Knight's Approach Move |
| ⑬ Low One-Space-Approach | ⑭ 3-3-Invasion |
| ⑮ Block on the Wide Side | ⑯ Connect by Pushing |
| ⑰ Tiger's Mouth's Vital Point | ⑱ Descend to Connect |
| ⑲ Double Knight's Blockade | |

10

Reduce Liberties while Cutting

Math
ability

Capture the  stones.

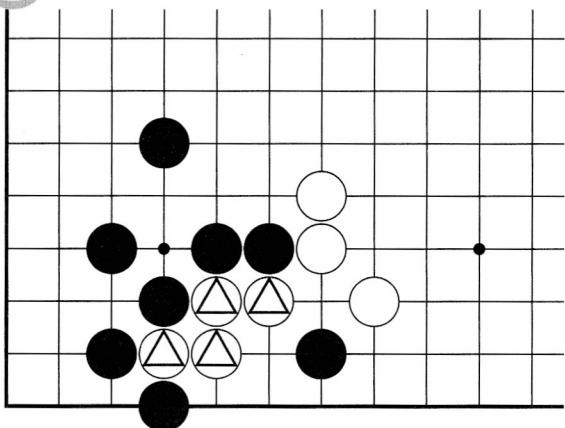
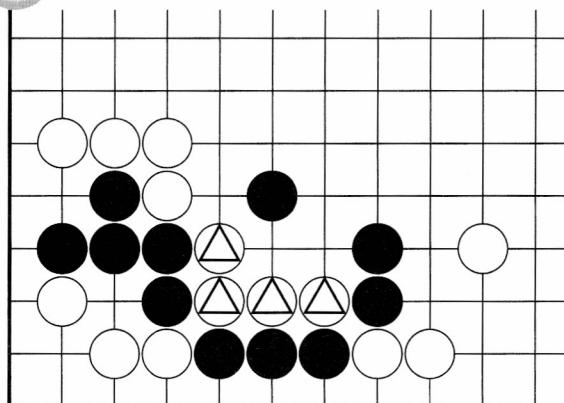
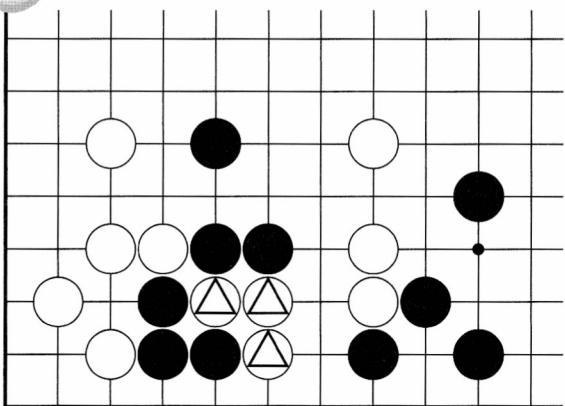
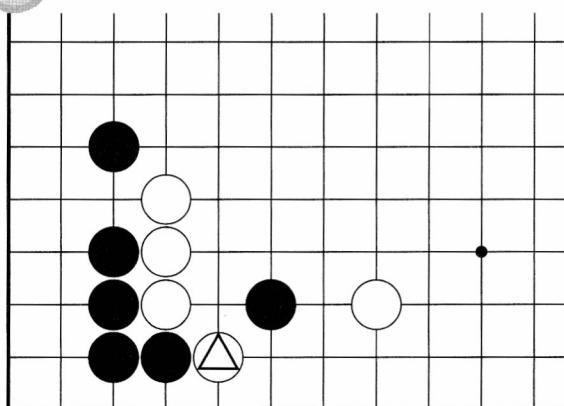
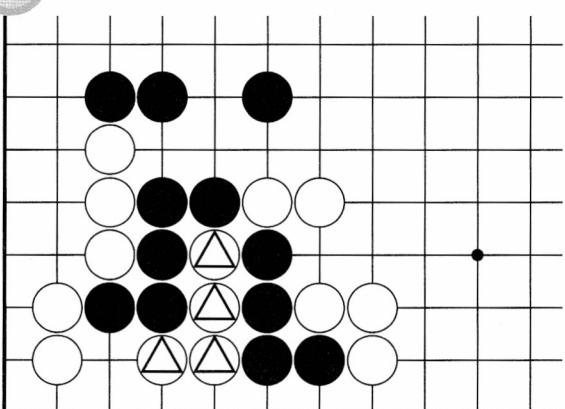
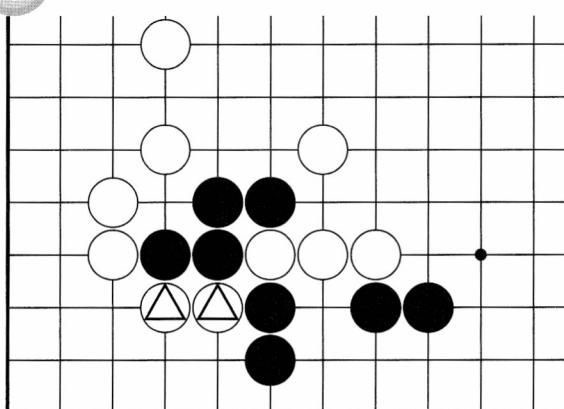
1**2****3****4****5****6**

10

Reduce Liberties while Cutting

Math
ability

Capture the \triangle stones.

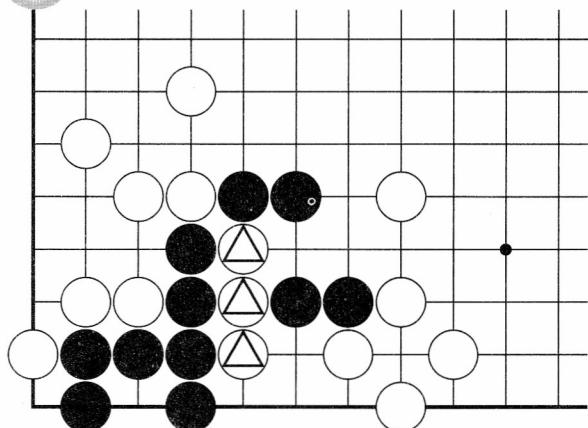
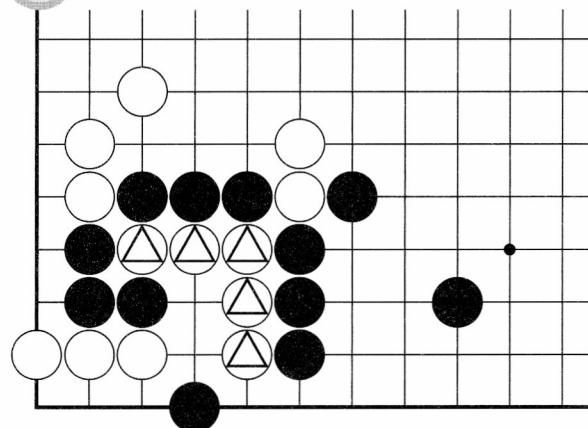
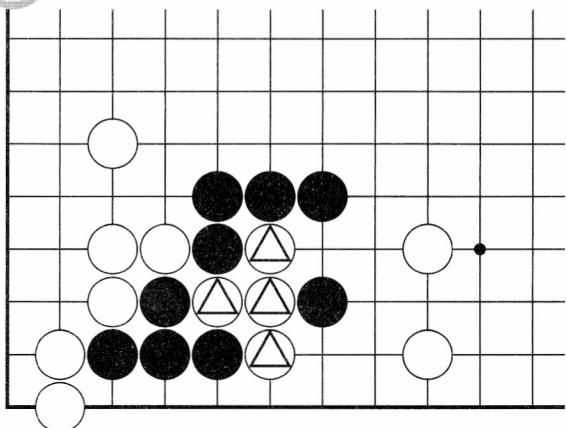
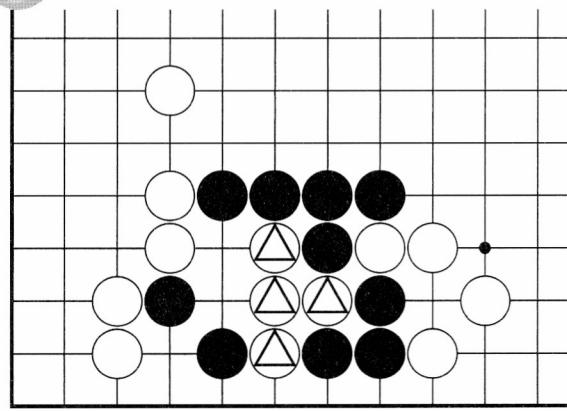
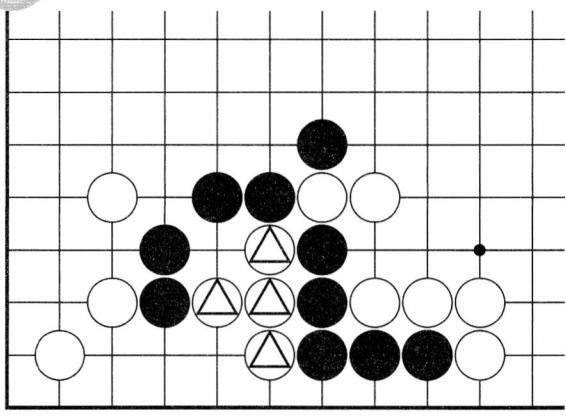
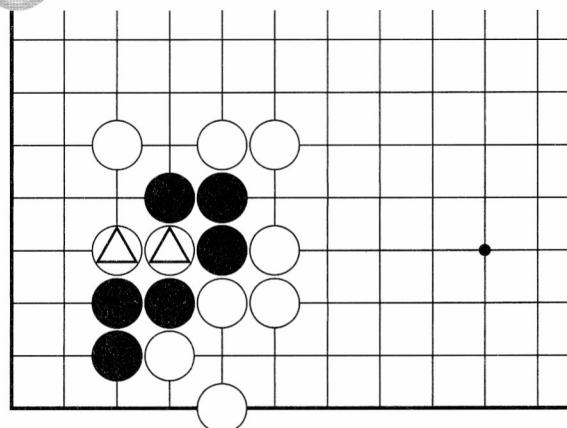
7**8****9****10****11****12**

10

Reduce Liberties while Cutting

Math
ability

Capture the stones.

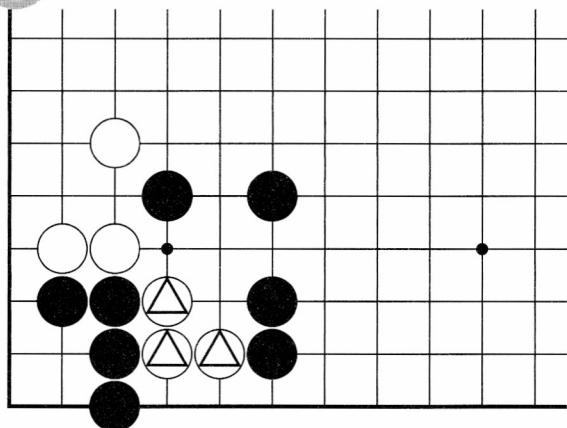
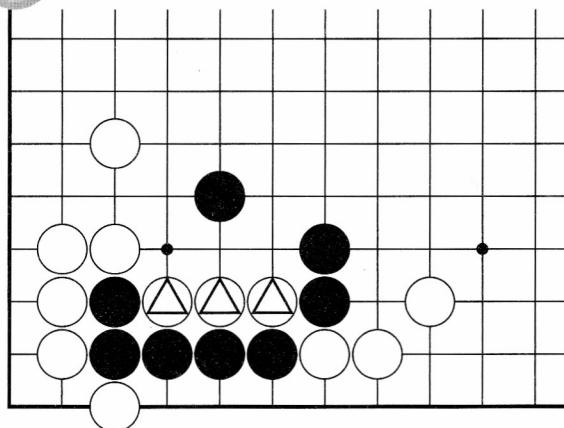
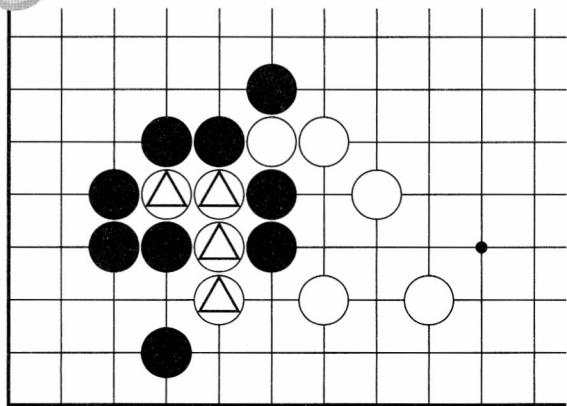
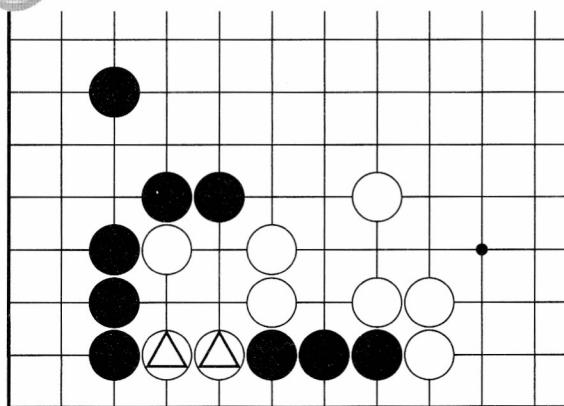
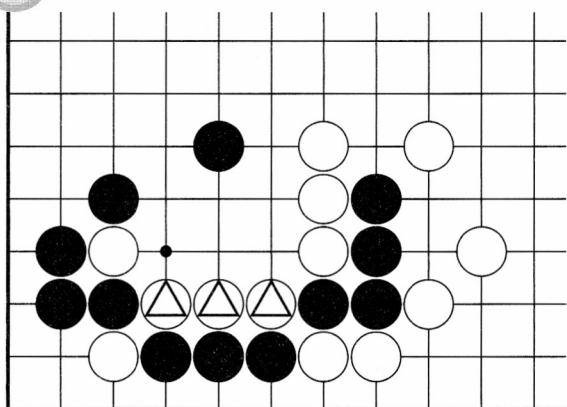
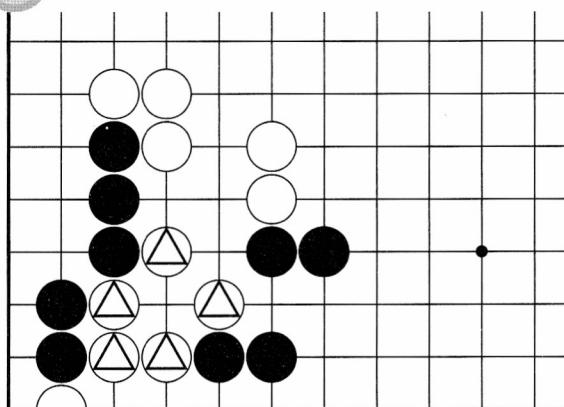
13**14****15****16****17****18**

10

Reduce Liberties while Cutting

Math
ability

Capture the \triangle stones.

19**20****21****22****23****24**

10

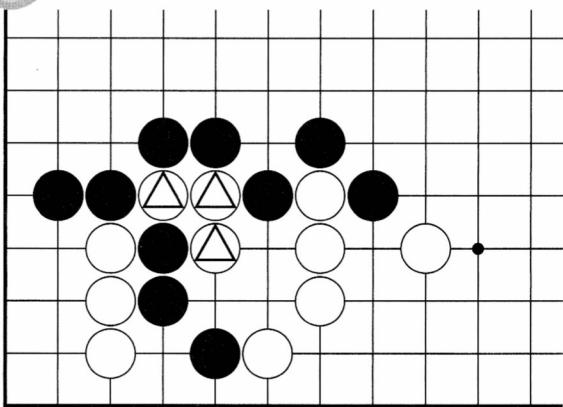
Atari (Review)



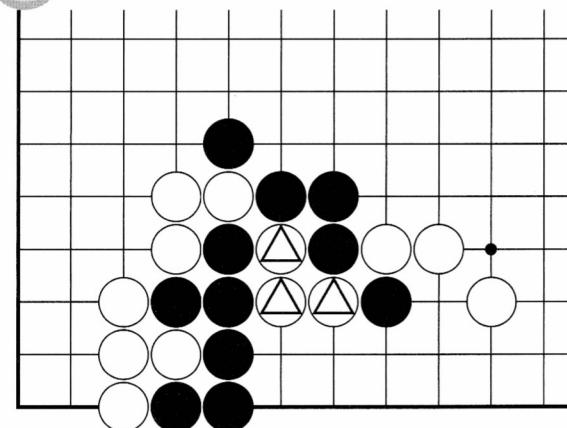
Thinking power

Capture the stones.

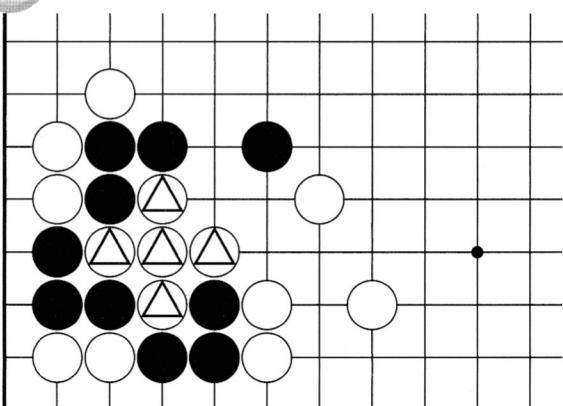
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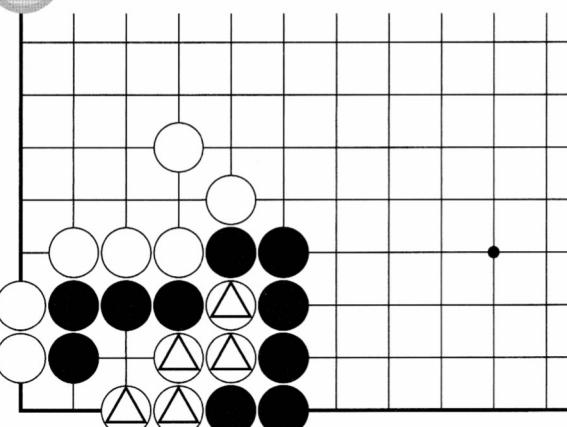
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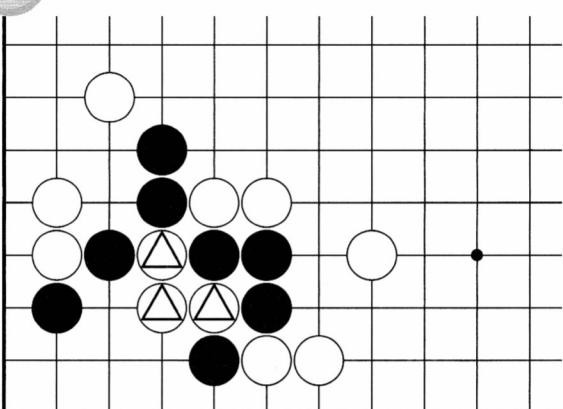
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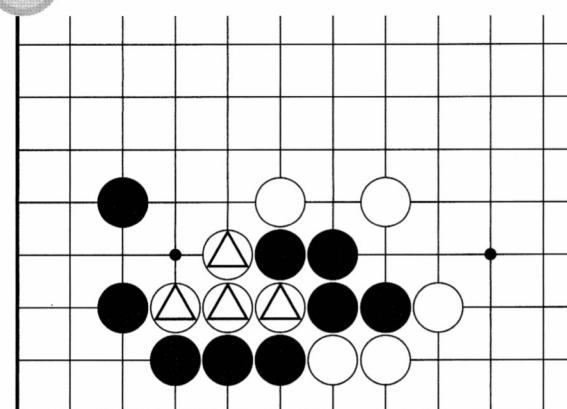
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5



6



10

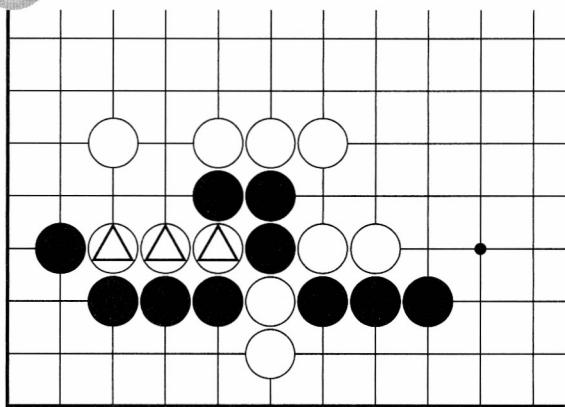
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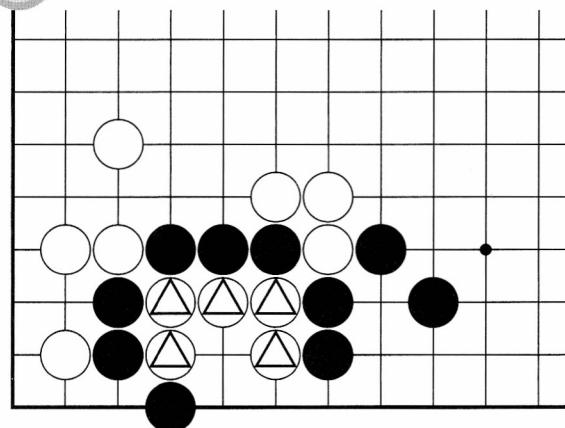
Thinking power

Capture the \triangle stones.

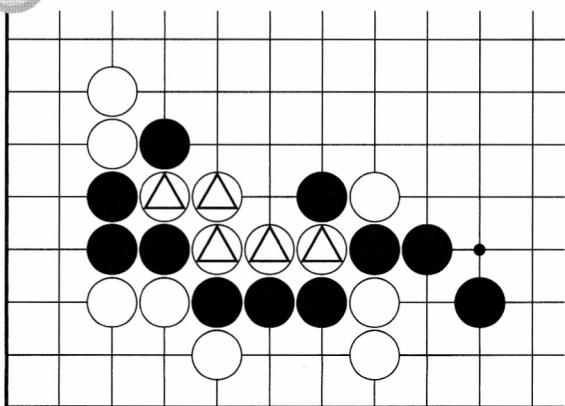
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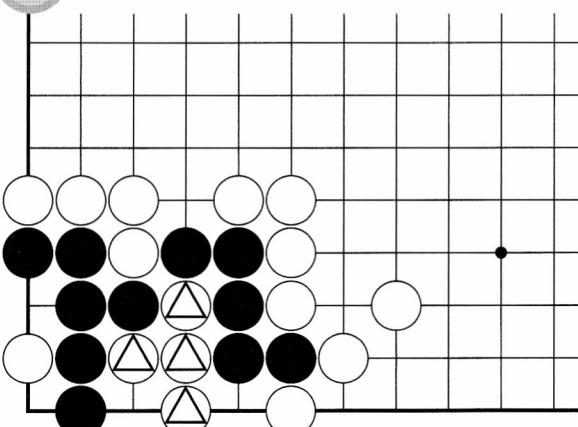
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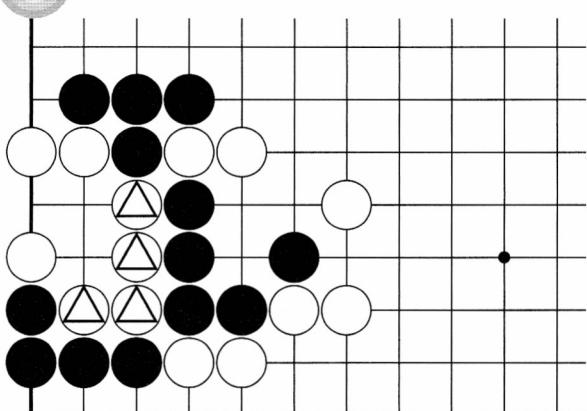
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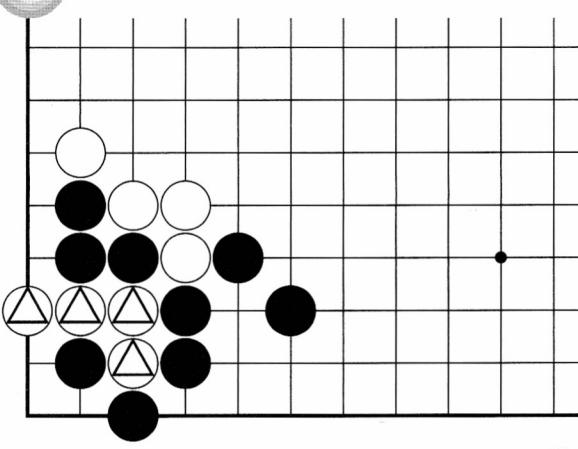
10



11



12

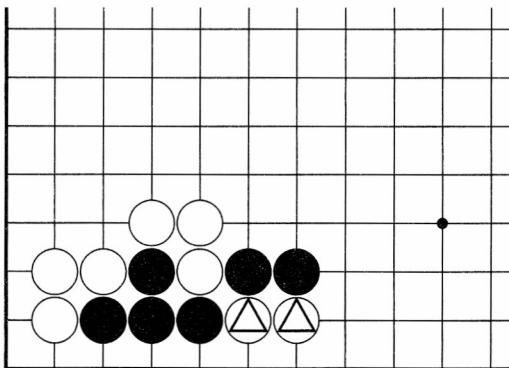


11

Blocking the Way Out



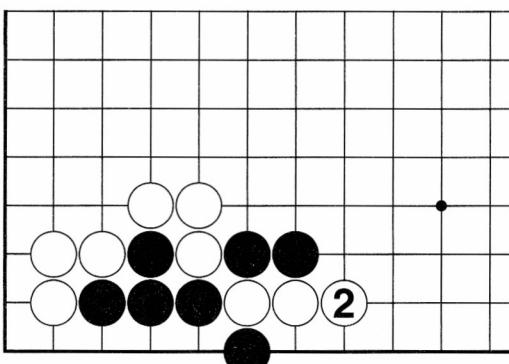
Situation



Black to capture the \triangle stones.



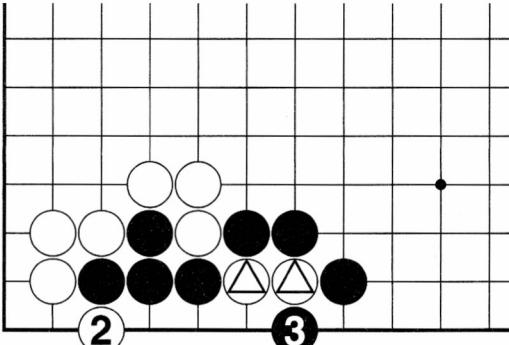
Failure 2



Like this, White gains more liberties and Black can't capture these stones anymore.



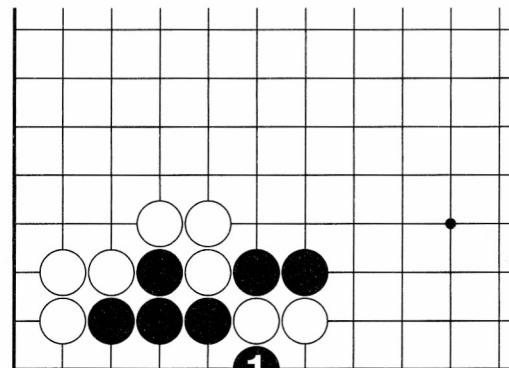
Success 2



Black has one more liberty than White, so White is captured.



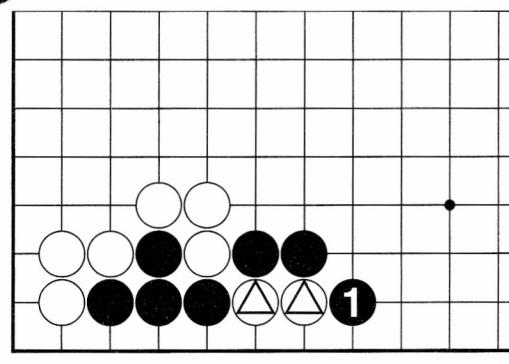
Failure 1



If Black starts to reduce the liberties at the line of death, Black can't capture White.



Success 1



Black should block the way out.

[Quiz]

Seba: The Super-Bear is about to escape.
What should we do?

Kiring: Let's just resign.

Topia: ()

- 1) I also want to resign.
- 2) Let's block the way out!

11

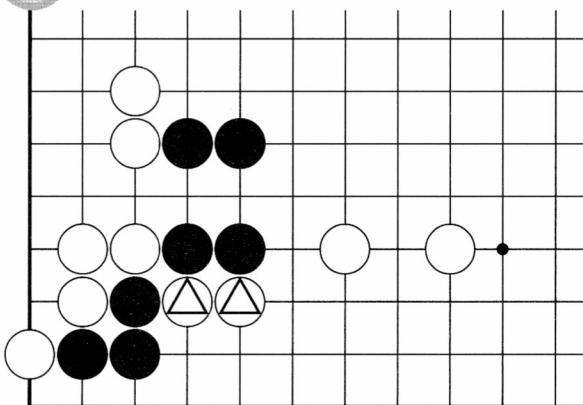
Blocking the Way Out



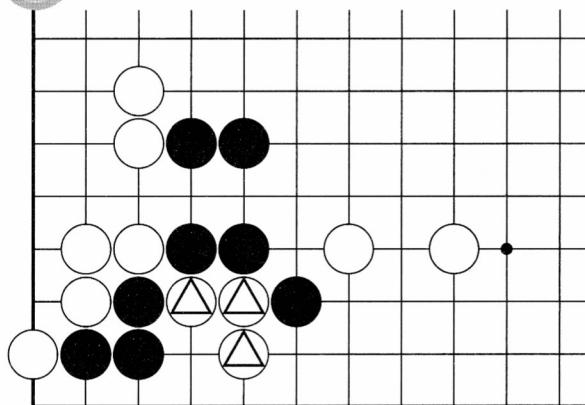
Math
ability

Capture the \triangle stones by blocking the way out.

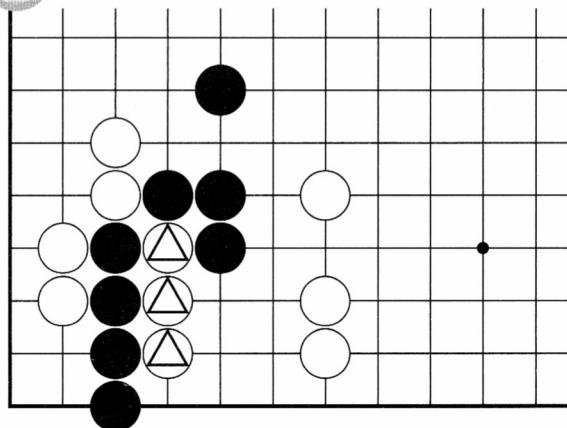
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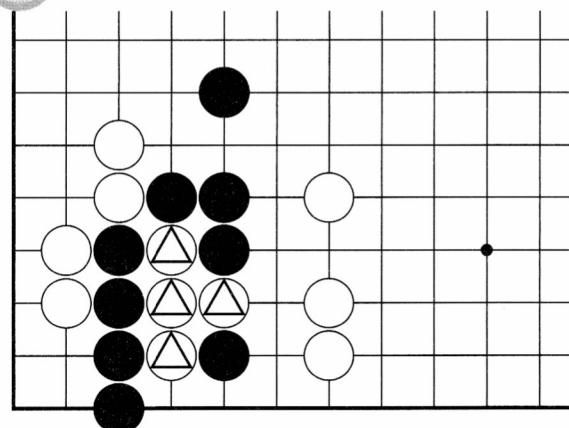
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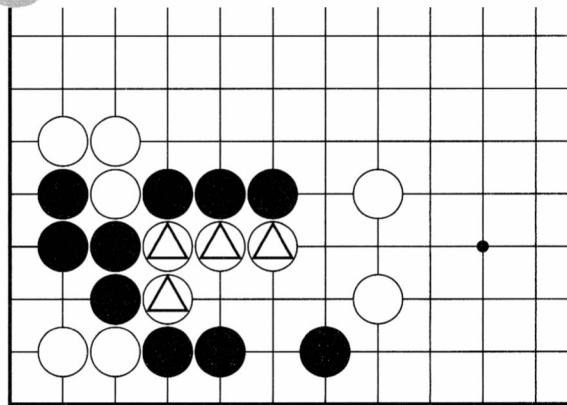
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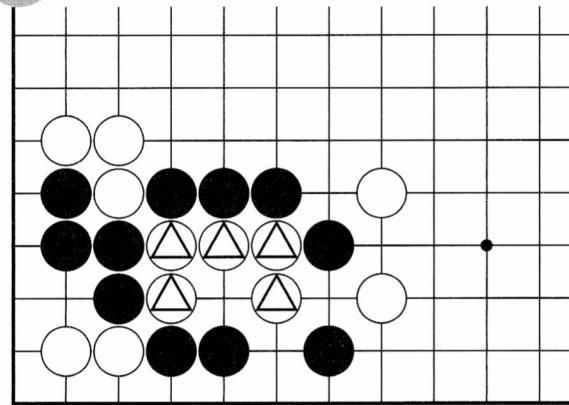
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6



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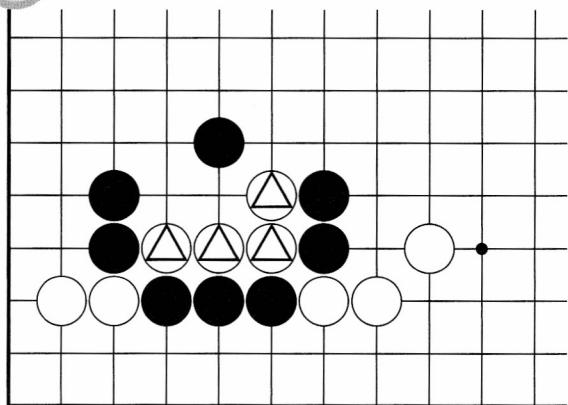
Blocking the Way Out



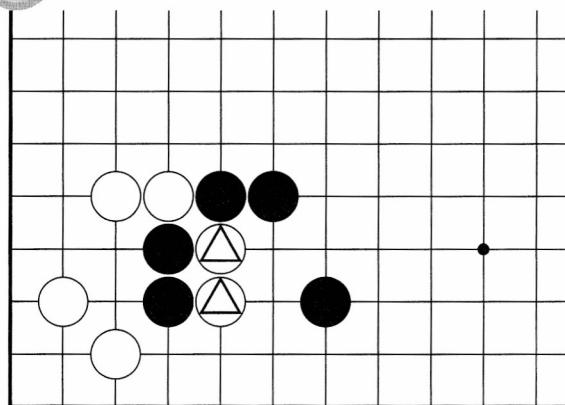
Math
ability

Capture the \triangle stones.

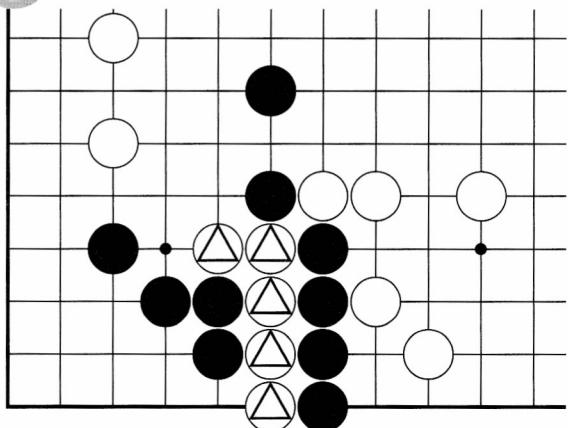
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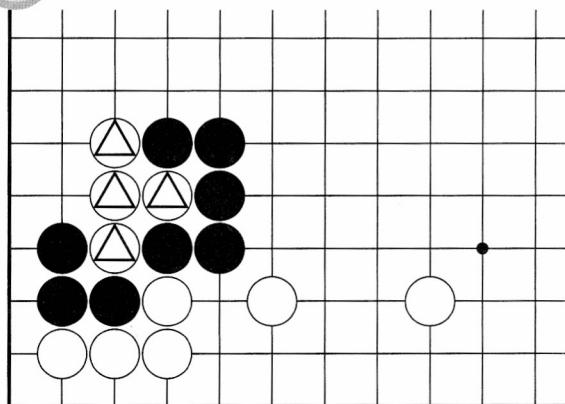
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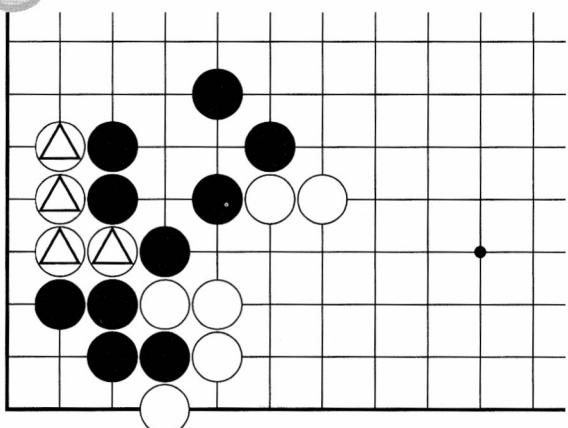
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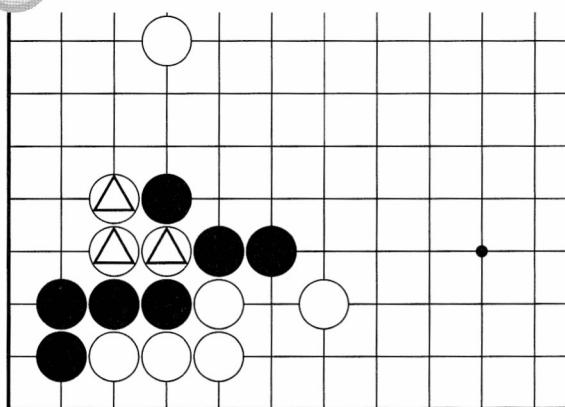
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11



12



11

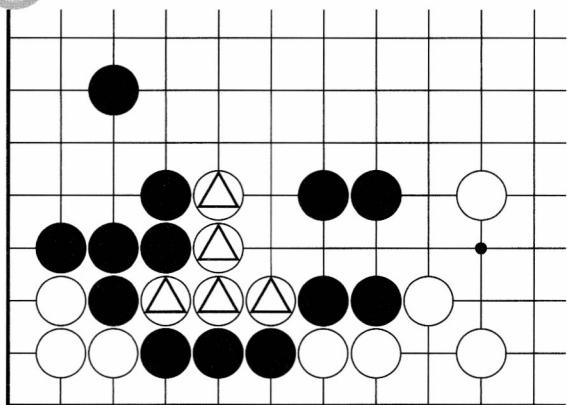
Blocking the Way Out



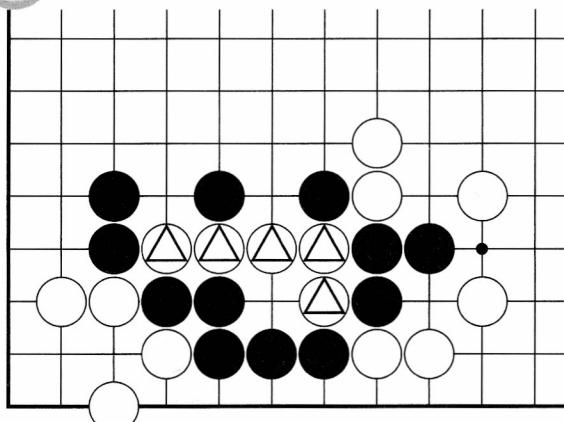
Math
ability

Capture the \triangle stones.

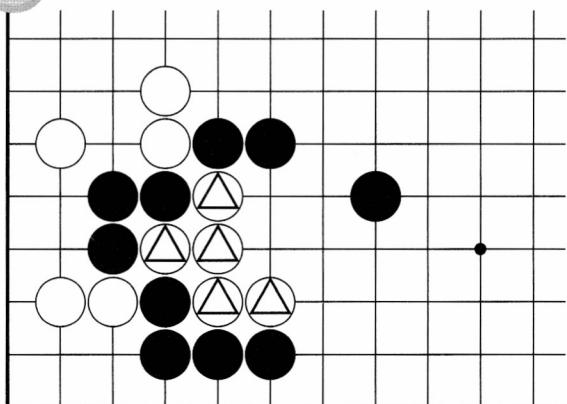
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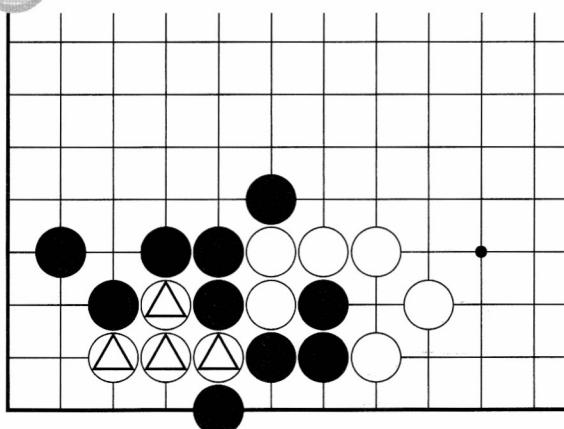
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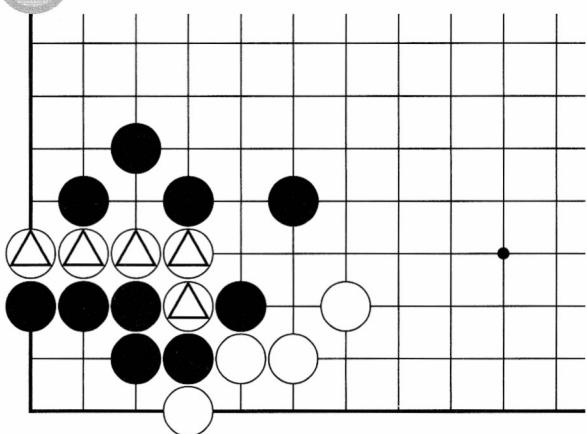
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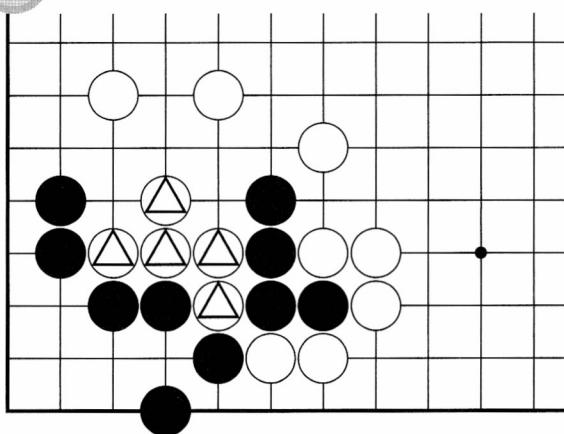
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17



18



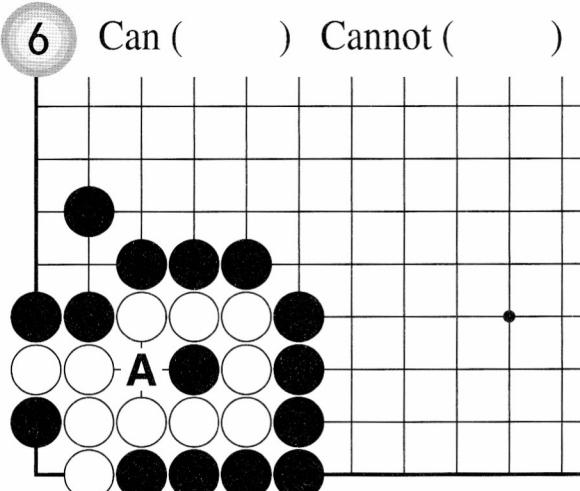
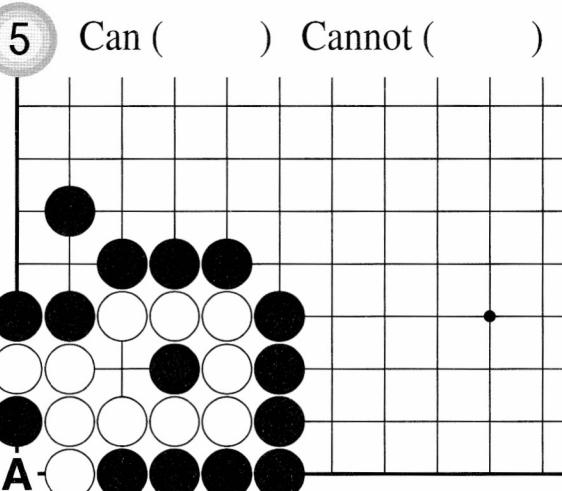
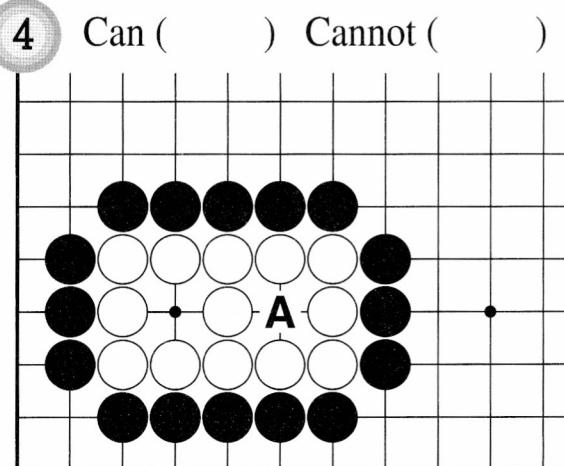
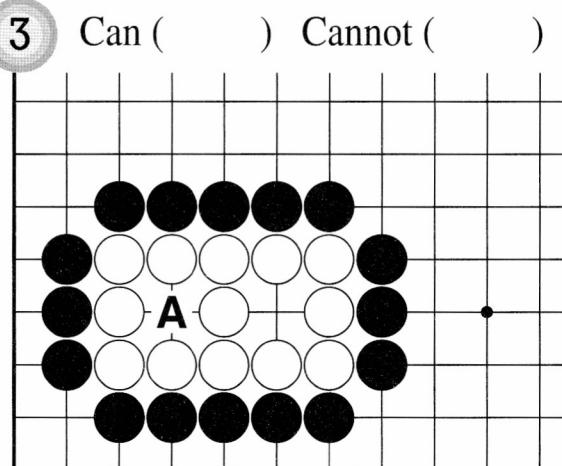
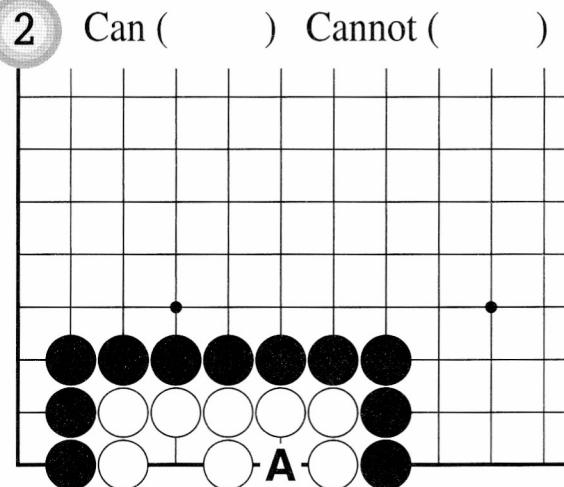
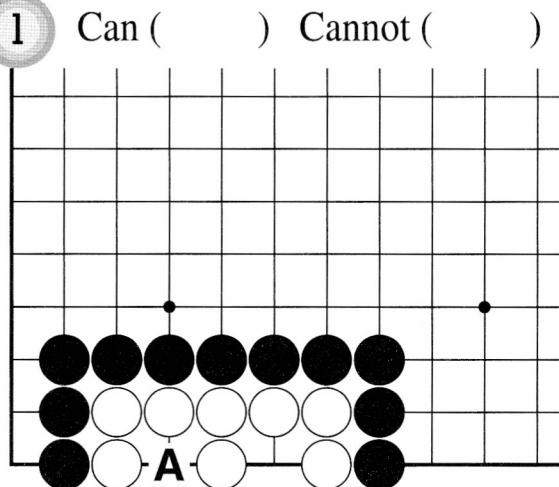
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Suicide is not allowed



Math
ability

Can Black play at A?



11

Suicide is not allowed

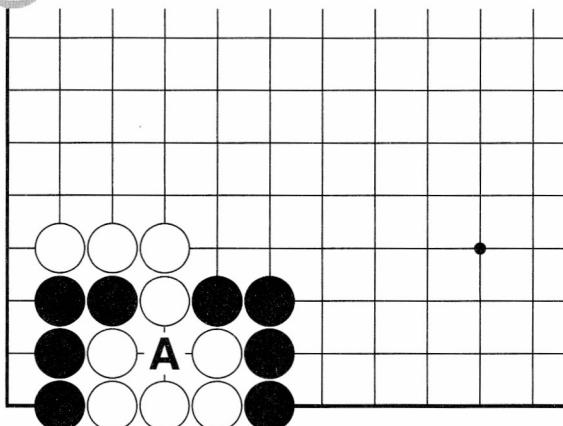


Math
ability

Can Black play at A?

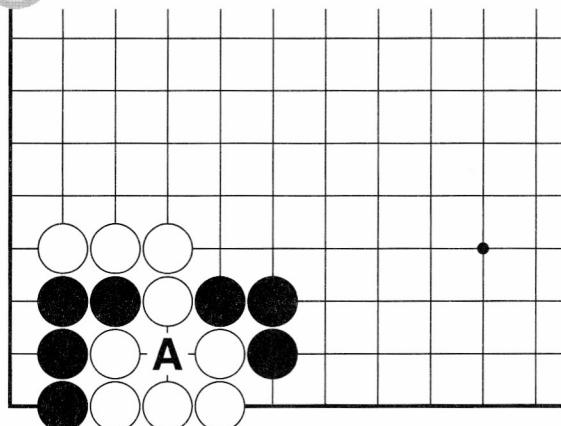
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Can () Cannot ()



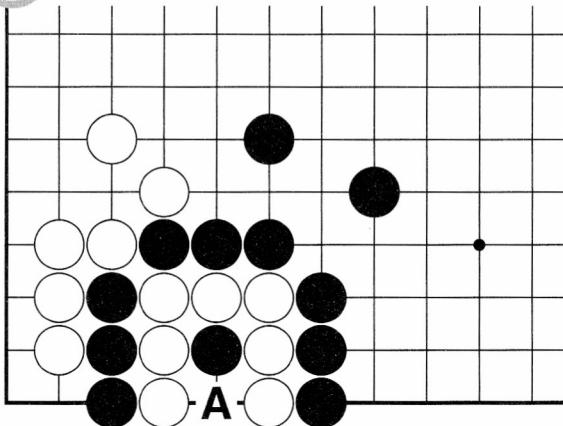
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Can () Cannot ()



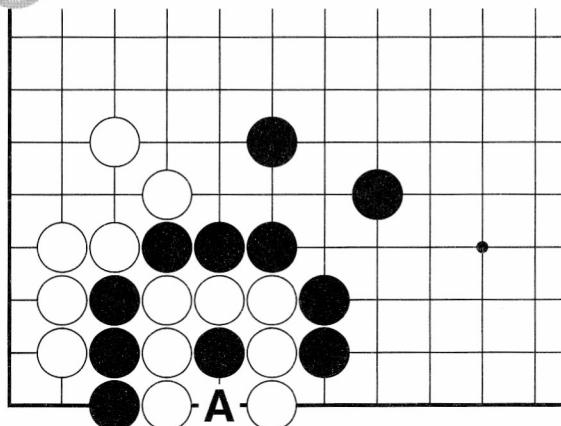
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Can () Cannot ()



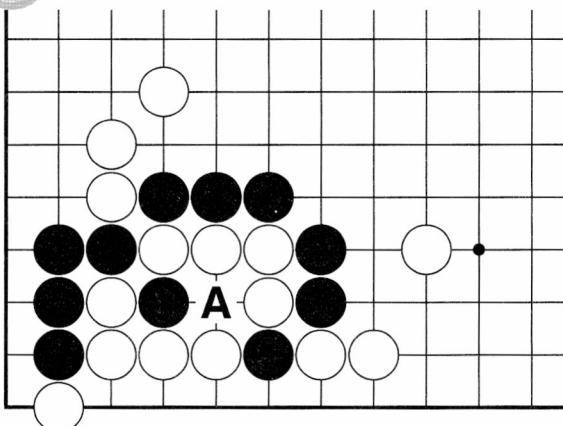
10

Can () Cannot ()



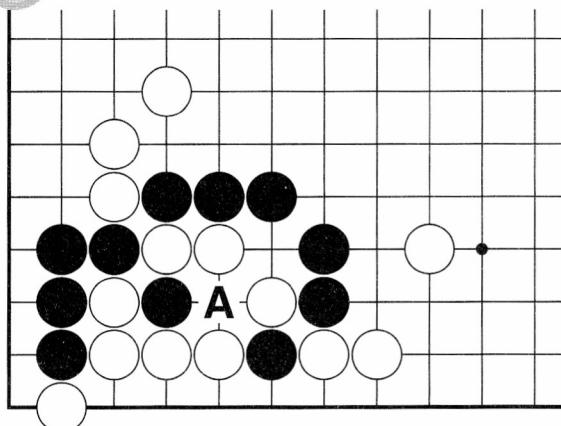
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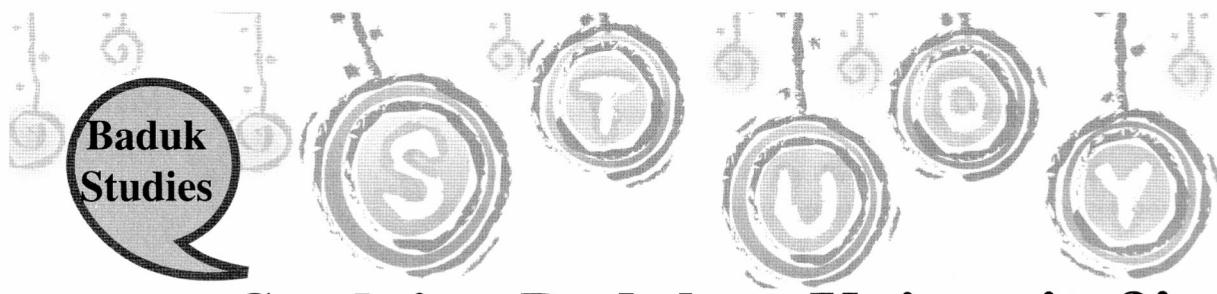
Can () Cannot ()



12

Can () Cannot ()





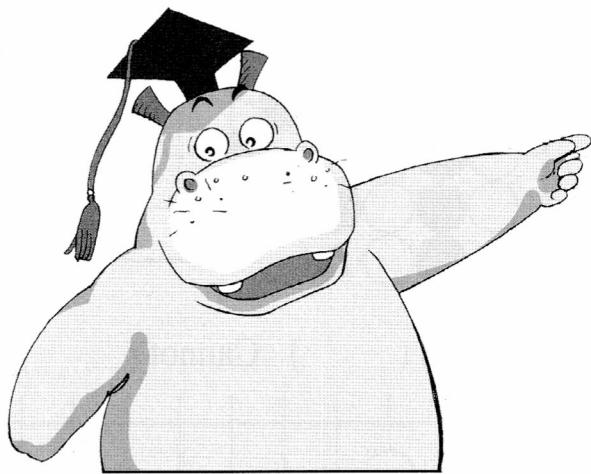
Studying Baduk at University?!

Can you imagine that Baduk can be studied at university? Yes, it is possible!

We, the author, the translators and the editors of this book have studied Baduk at Myongji University in Yongin (Korea). The major "Baduk Studies" can be studied for 4 years (Bachelor), 2 years (Master) and 3 years (Ph.D.). Every year about 30 students enroll, including professional Baduk players, former Korean yeonguseng (students who try to become professionals) and foreign students.

Some of them came a long, long way to Korea because they like Baduk so much and want to work in this field. Those foreign students are from Singapore, Thailand, Hungary, France, Germany, Brasil, China, Taiwan and Serbia!

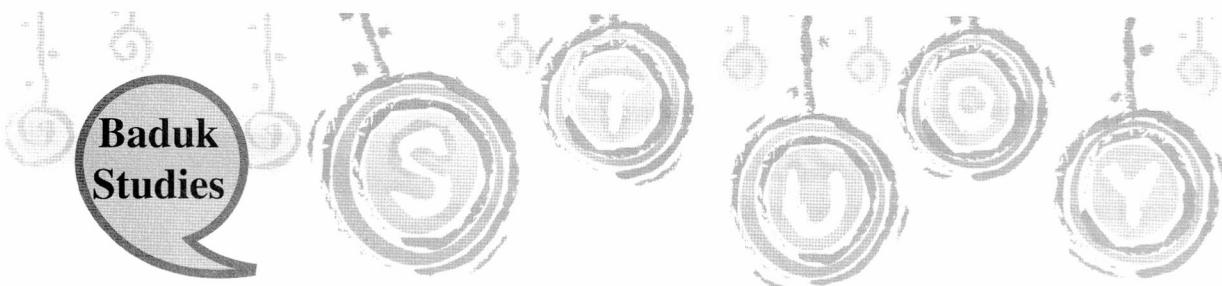
But what do they study at university? Well, it is not only about how to play Baduk, but a diverse range of subjects concerning Baduk such as:



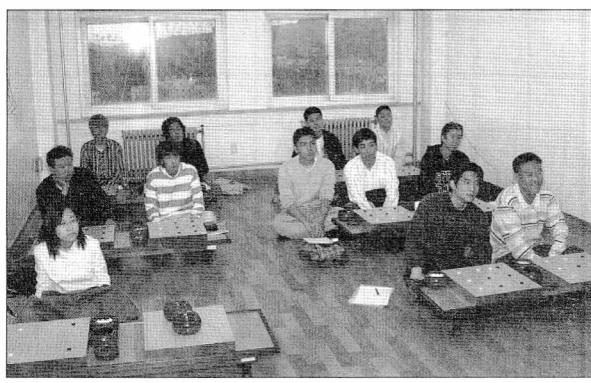
1. Baduk history
2. Baduk education
3. Baduk culture
4. Baduk media
5. Baduk literature
6. Baduk marketing
7. Baduk psychology
8. Baduk event management
9. Baduk and Computer
10. Baduk Masters

Would you like to know more about this topic?

Please have a look at the website of the Department of Baduk Studies
-> (<http://www.mjubaduk.com/eng>).



Some Impressions from the Department of Baduk Studies



Listening a class and playing Baduk is part of the study.

Professors at Department of Baduk Studies and their scientific background:



JEONG Su-Hyeon, 9p
English Literature,
Education



CHOI Il-Ho
Psychology



NAM Chi-Hyung, 1p
English Literature,
Mathematics



KIM Jin-Hwan
Physical Education



In May at the beautiful campus.

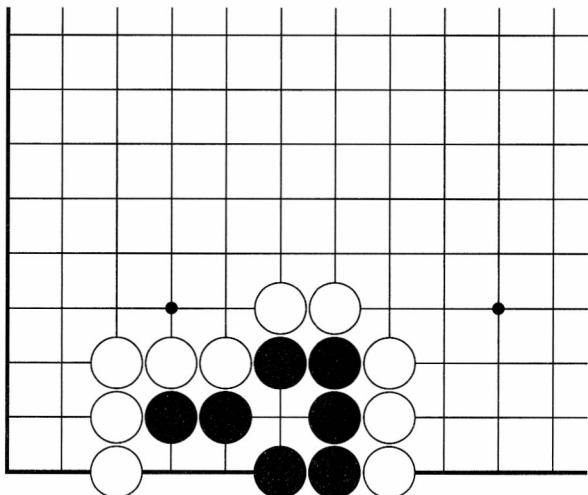


Students from Thailand, Brasil and Germany.





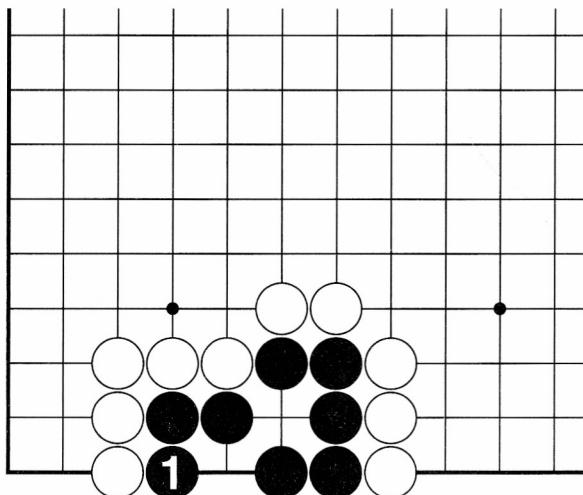
Situation 1



How can Black be saved?



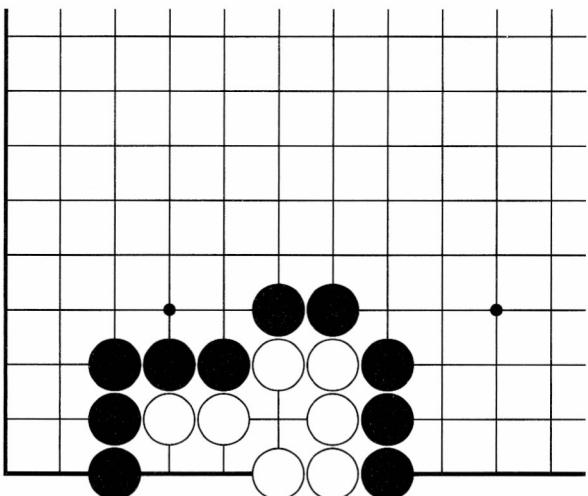
Success 1



By making the second eye Black can be saved.



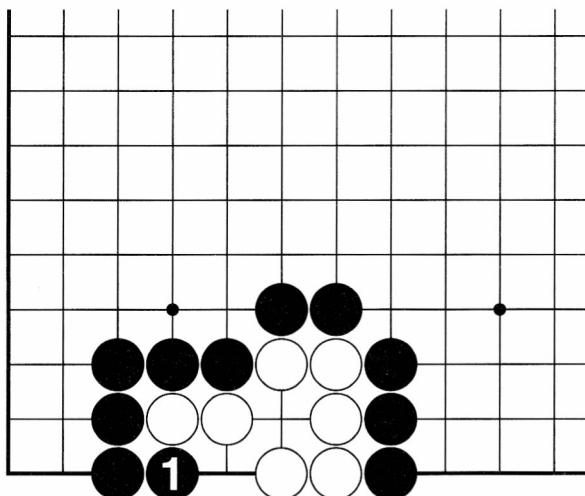
Situation 2



Black to capture White.



Success 2



By taking the second eye Black can capture White!

12

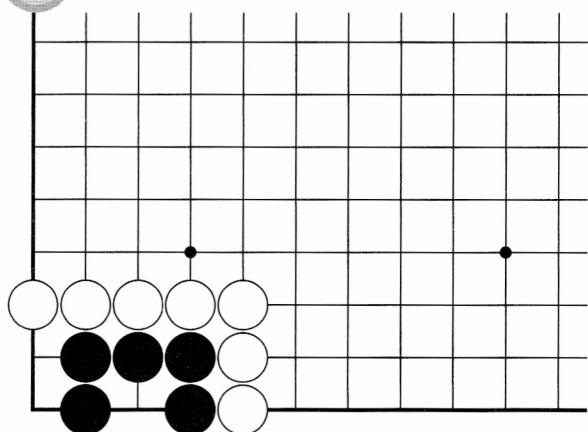
The 2nd Eye



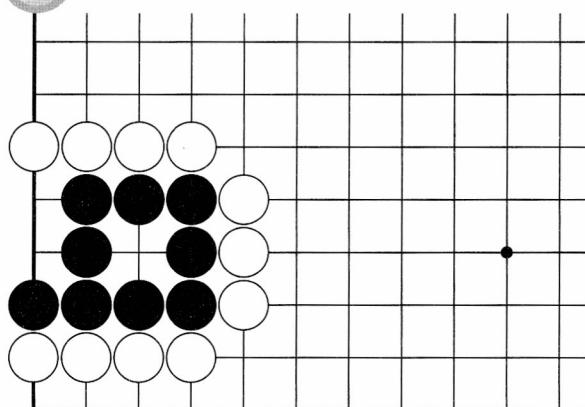
Thinking
power

Save Black.

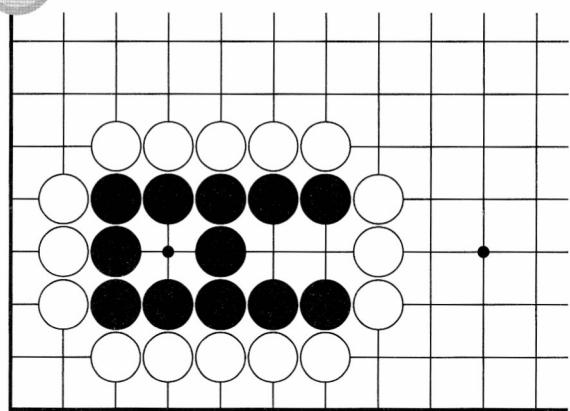
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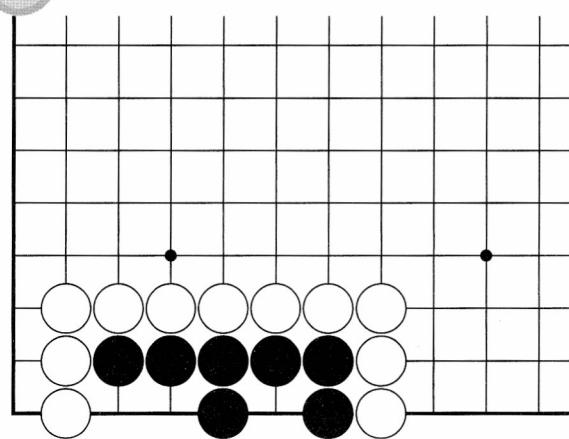
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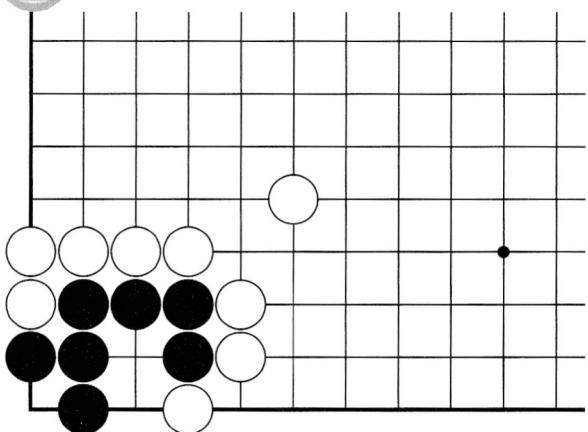
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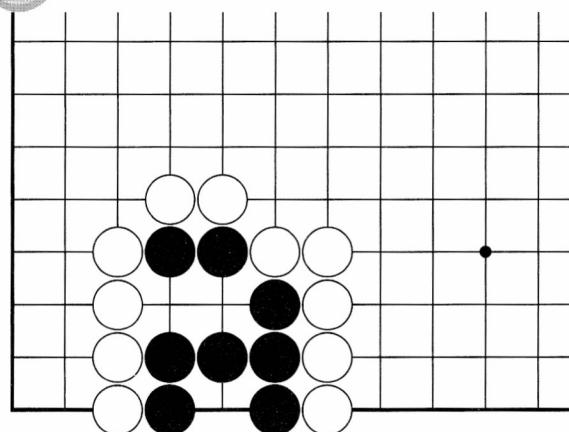
4



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12

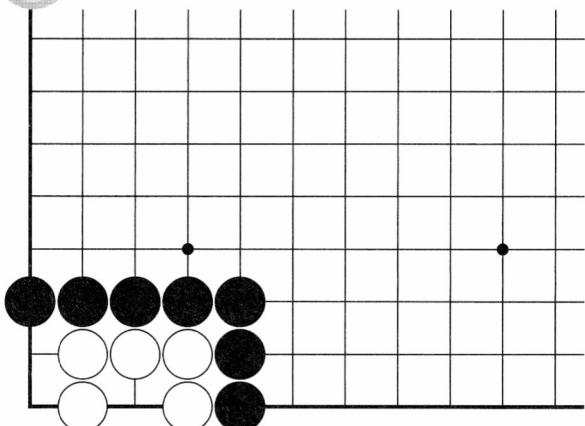
The 2nd Eye



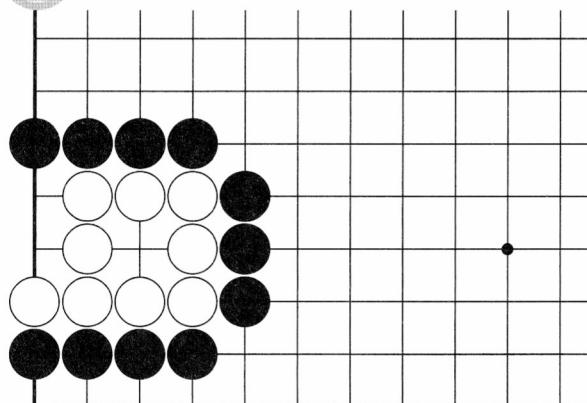
Thinking power

Capture White.

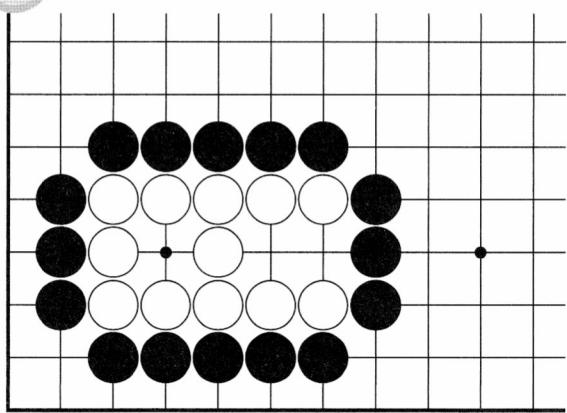
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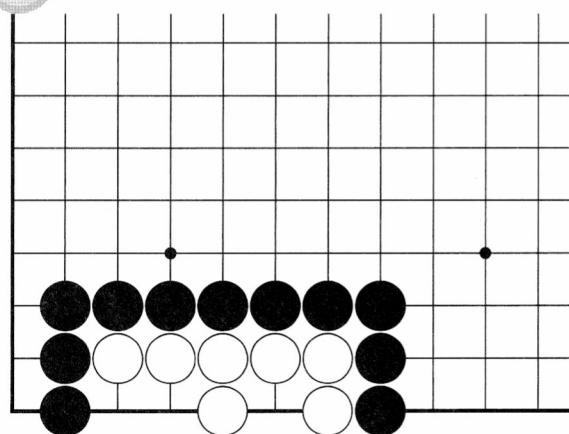
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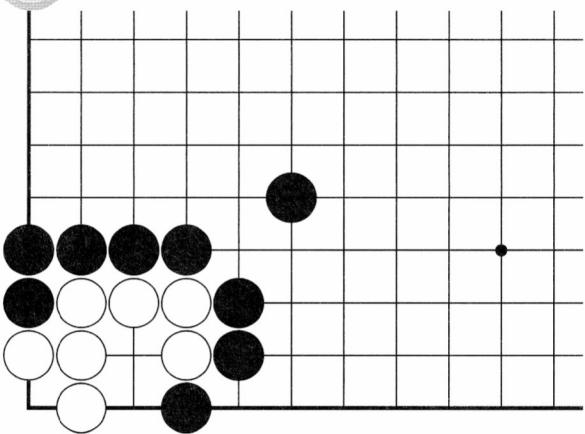
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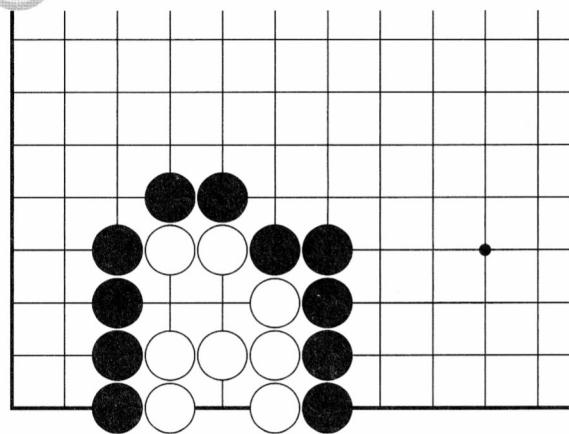
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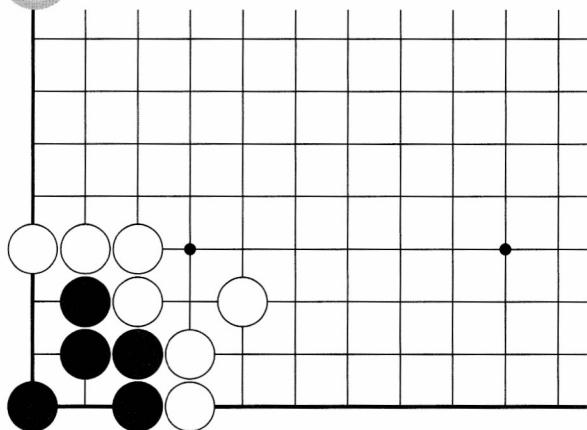
The 2nd Eye



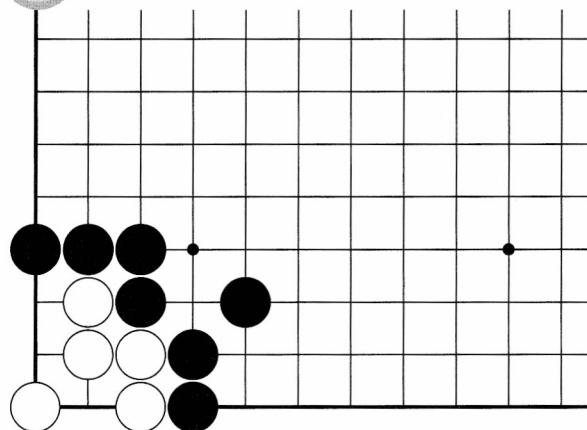
Thinking power

Save Black or capture White.

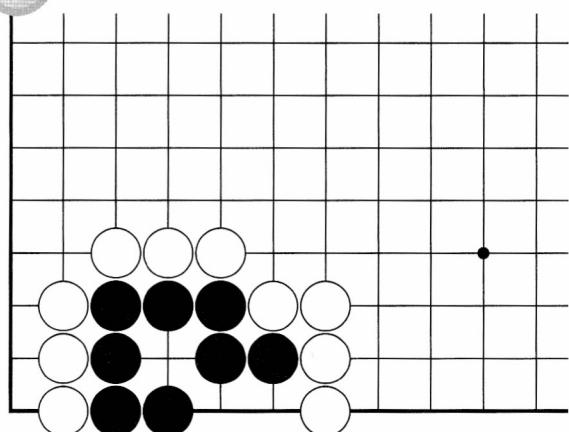
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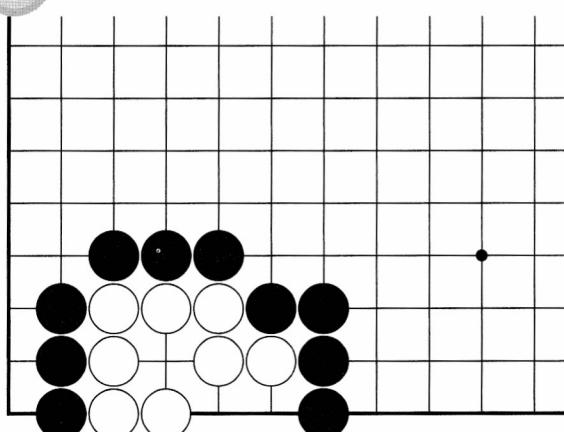
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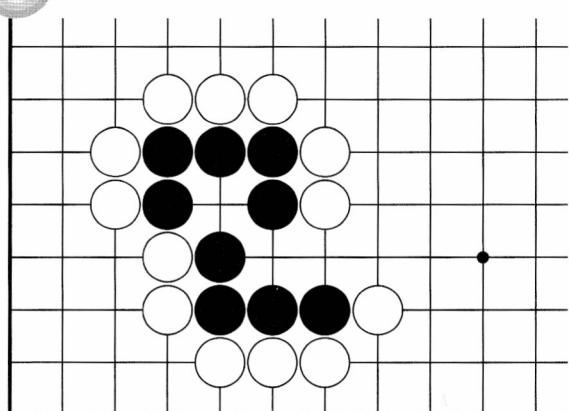
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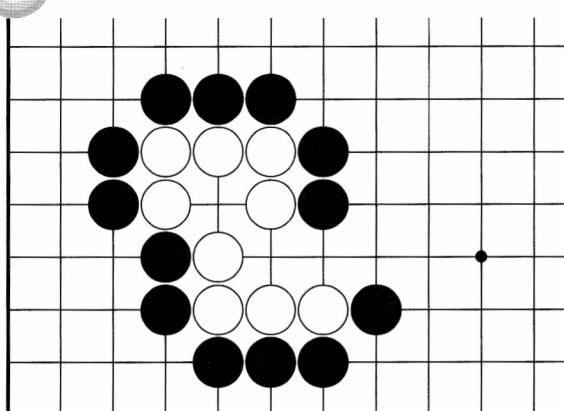
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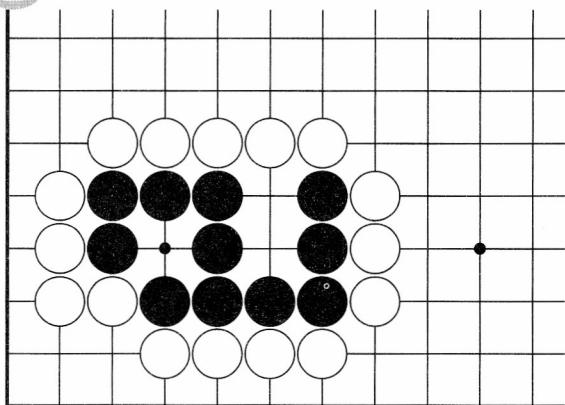
The 2nd Real Eye



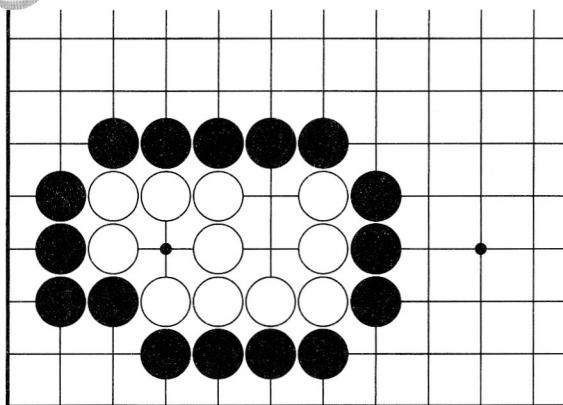
Thinking
power

Save Black or capture White.

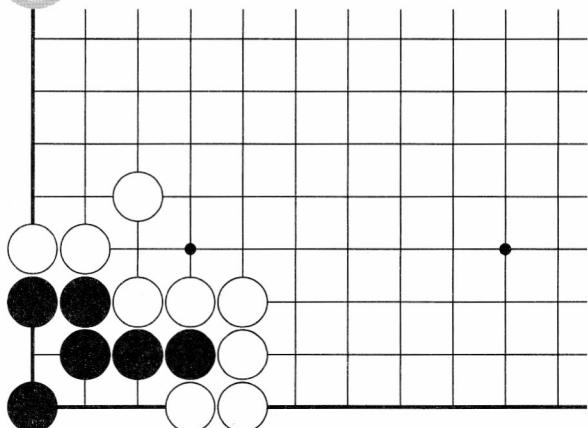
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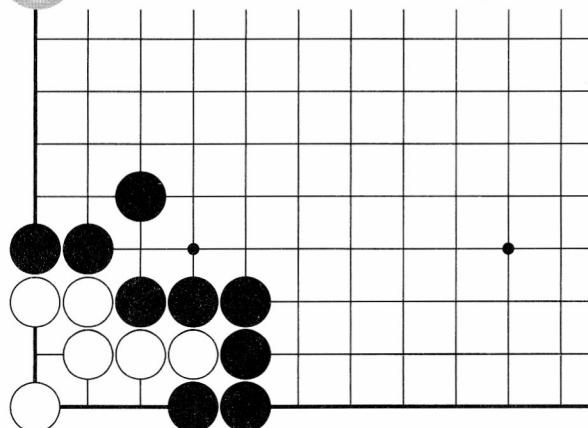
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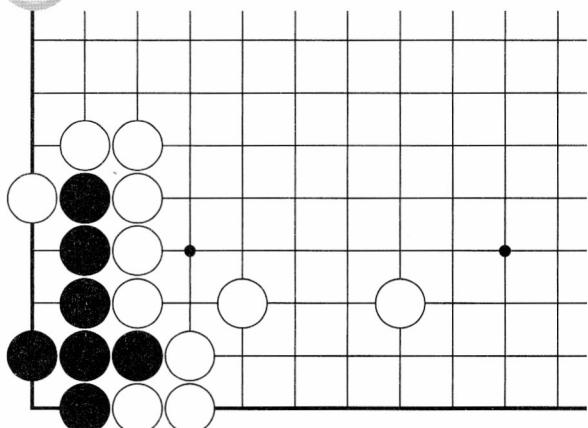
21



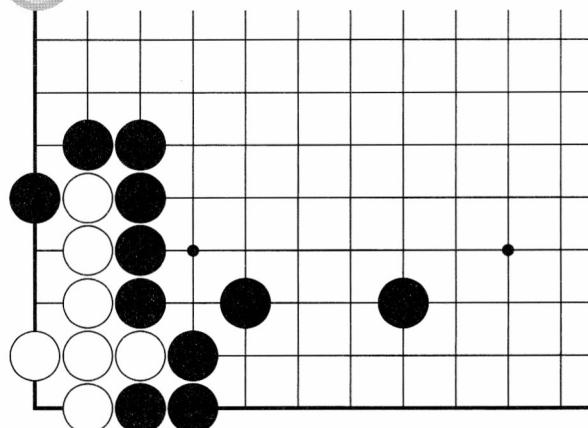
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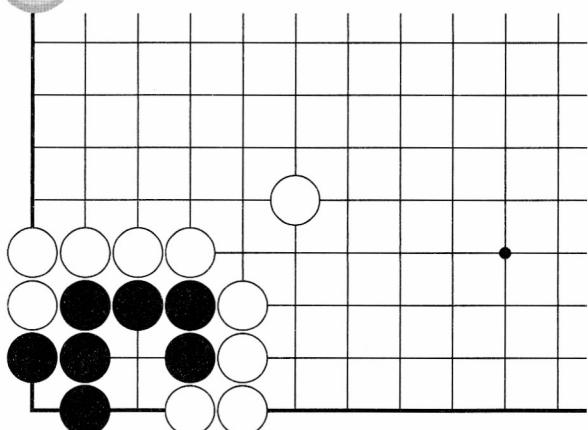
The 2nd Real Eye



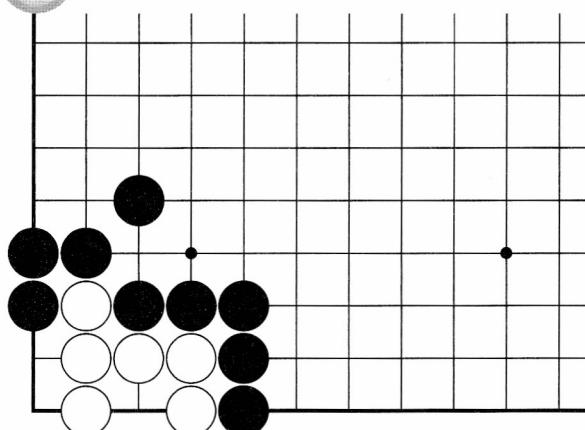
Thinking power

Save Black or capture White.

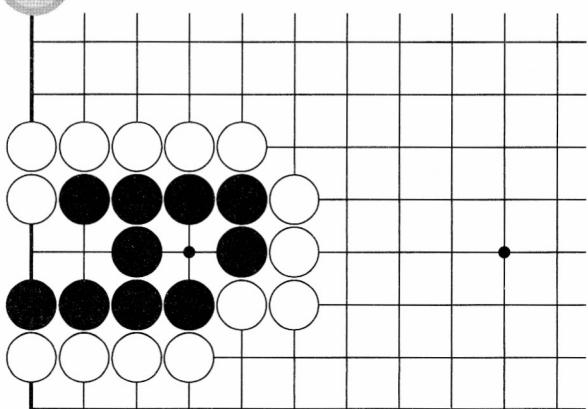
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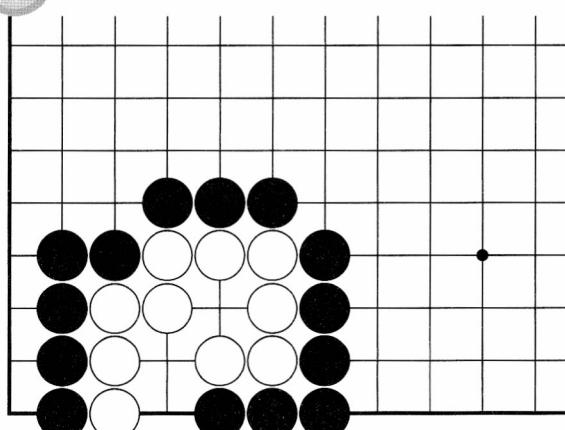
26



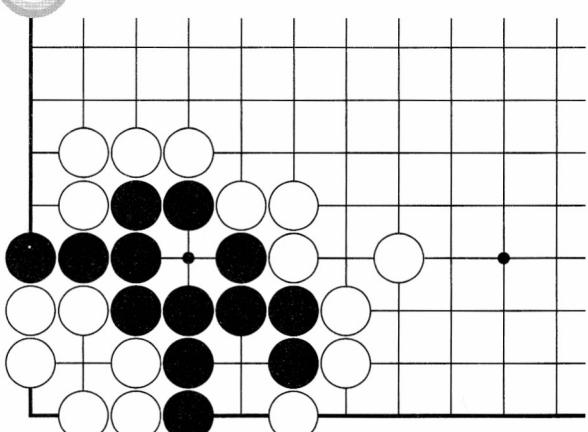
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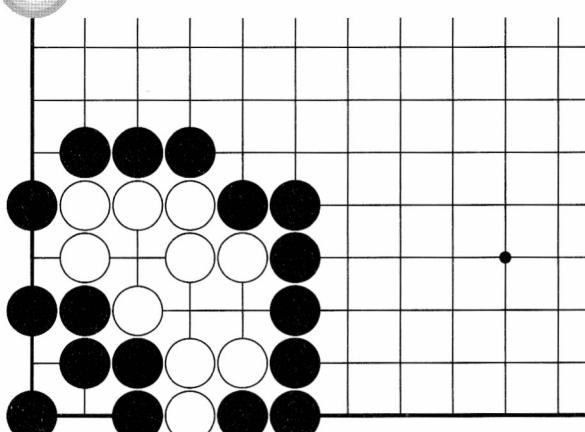
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29



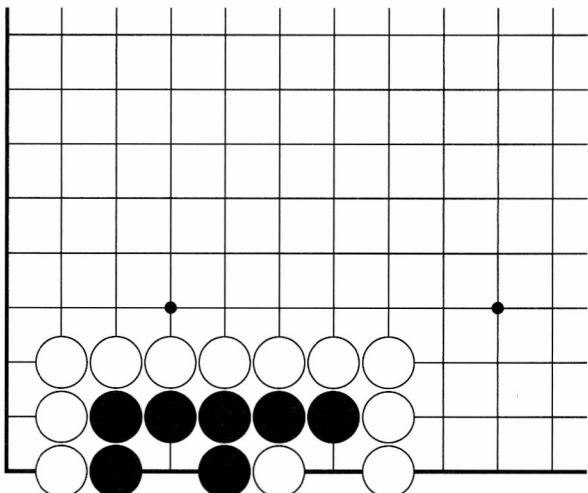
30



13

Capture or Save to Succeed

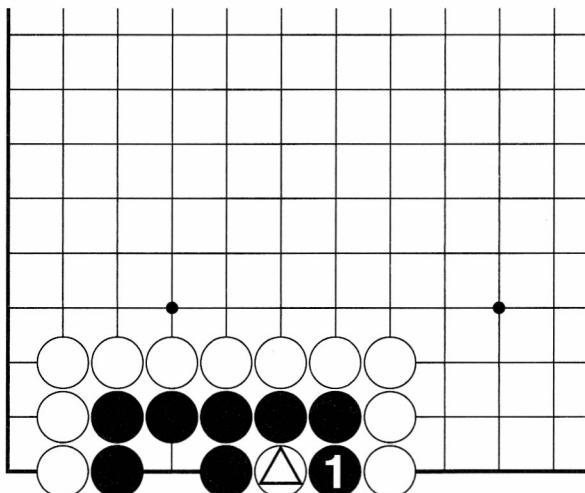
Situation 1



Try to save Black.



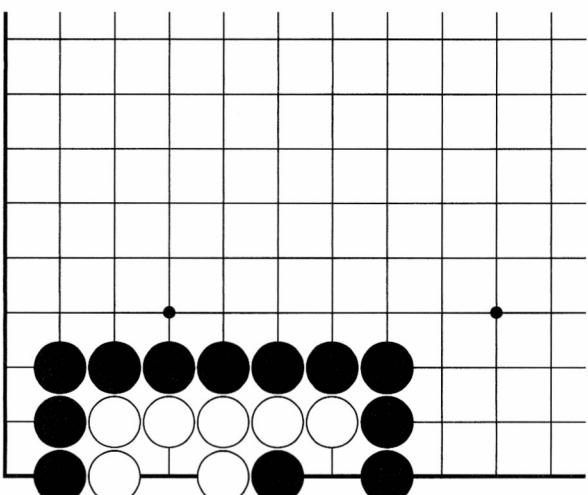
Success 1



While capturing \triangle Black can make another eye.



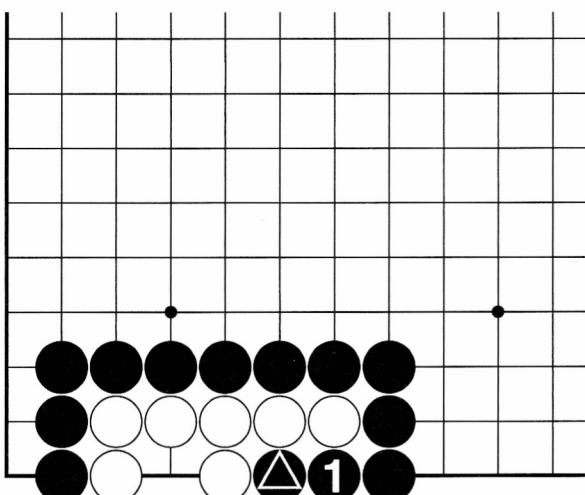
Situation 2



How can Black capture White?



Success 2



While saving \triangle Black can take away White's 2nd eye. Like this, all the white stones are captured.

13

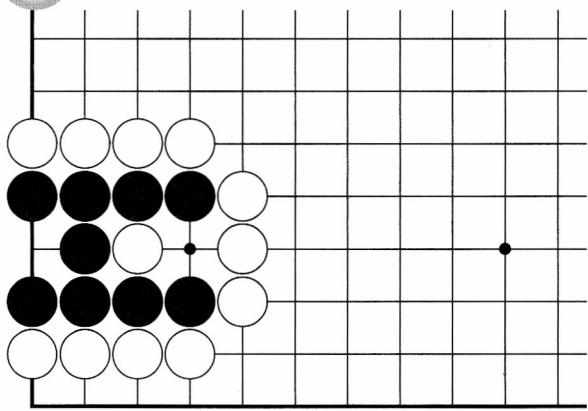
Capture to Live



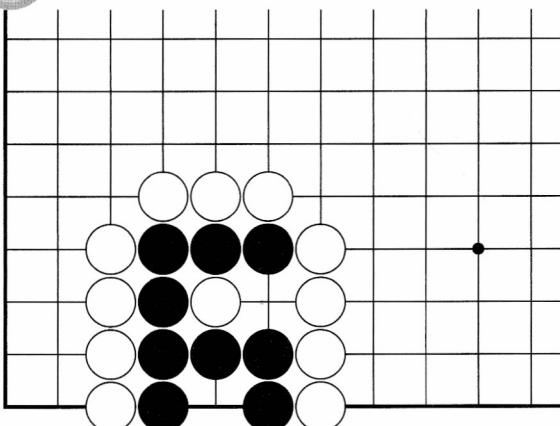
Thinking power

Save Black.

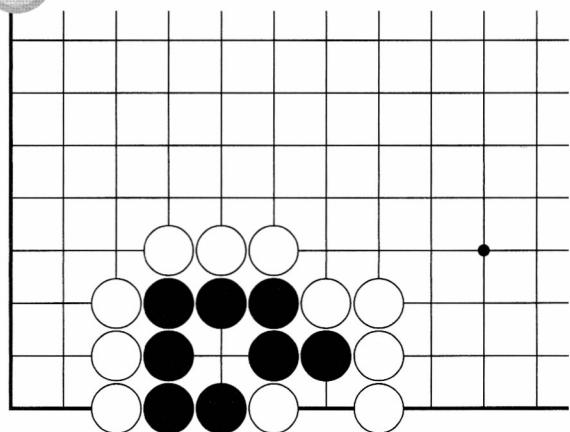
1



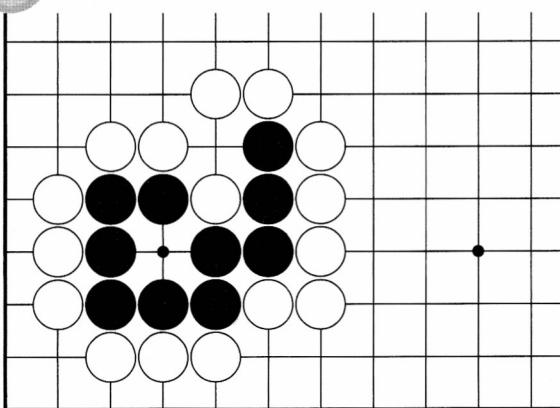
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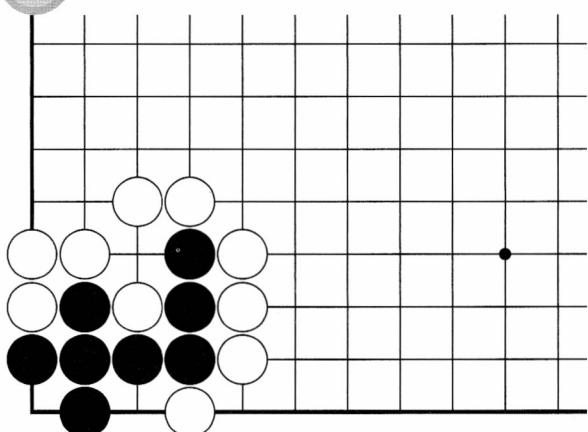
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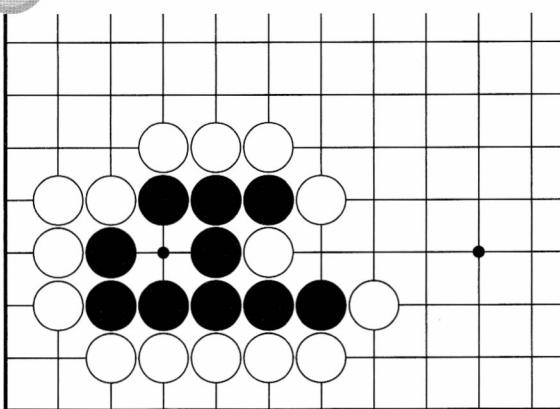
4



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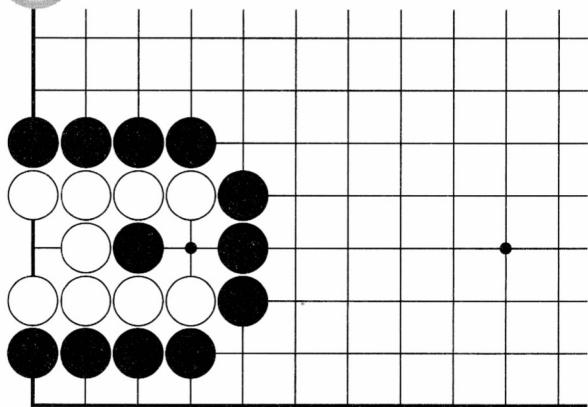
Save to Capture



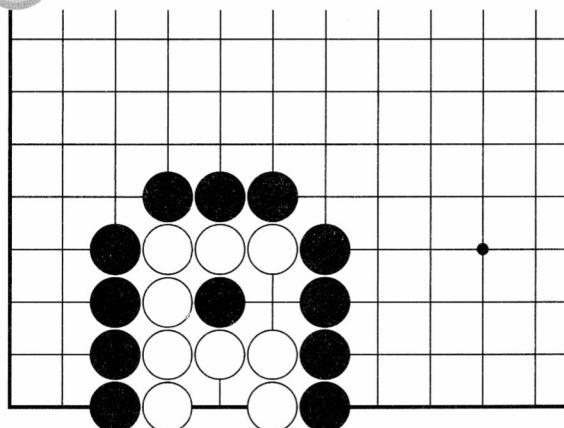
Thinking power

Capture White.

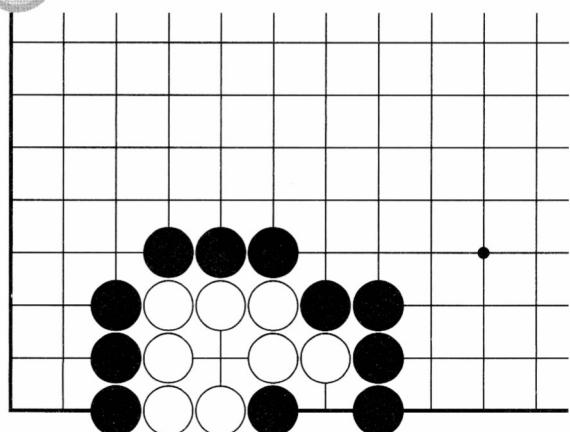
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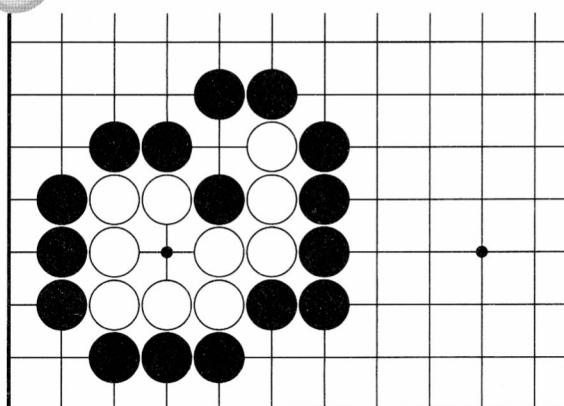
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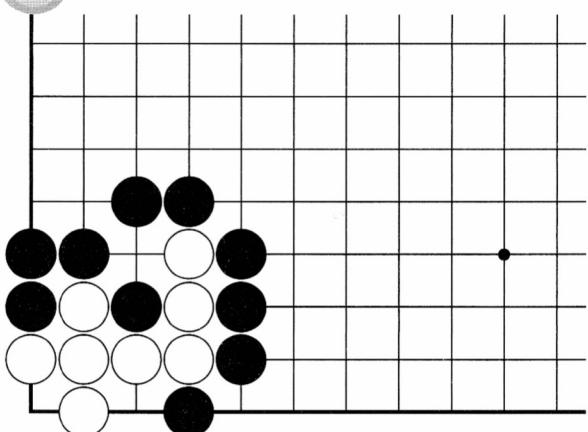
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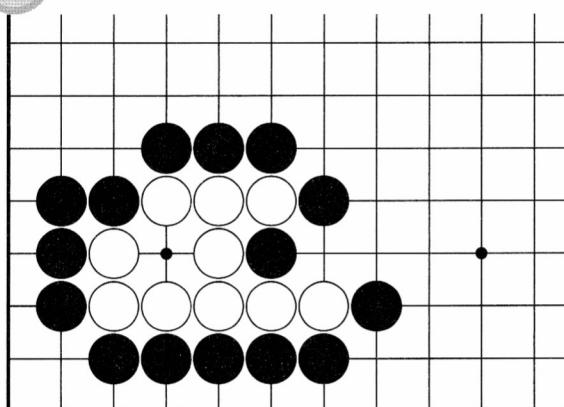
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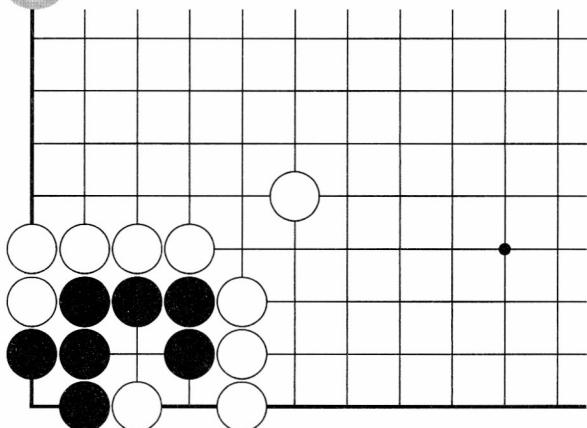
Capture or Save

Save Black or capture White.

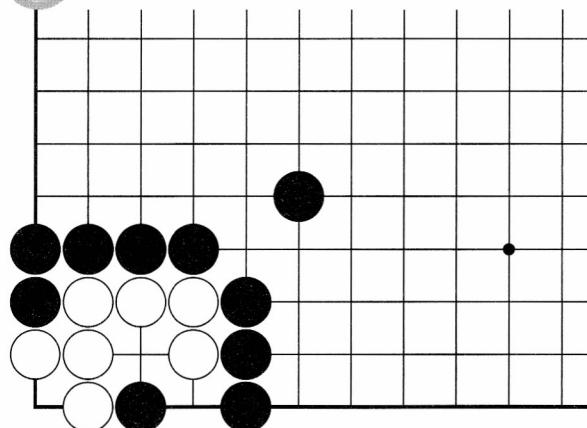


Thinking power

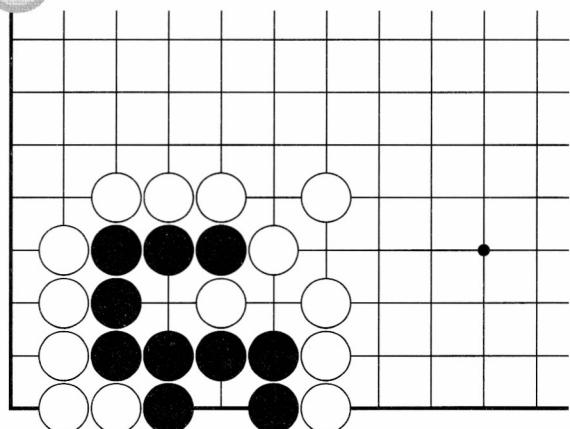
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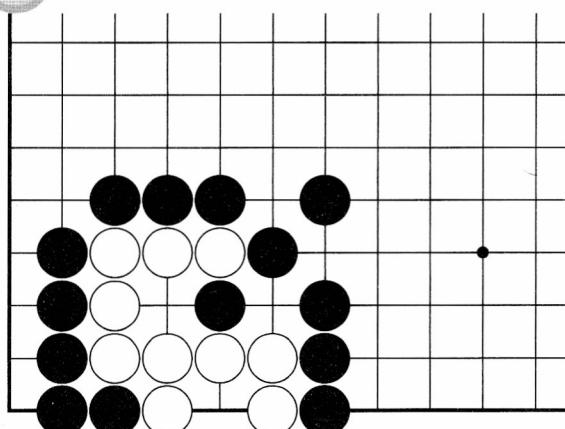
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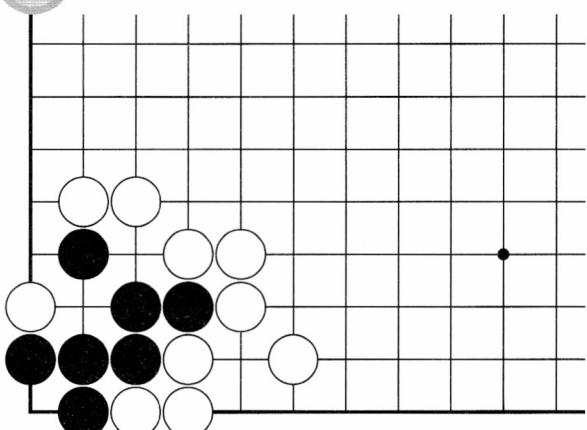
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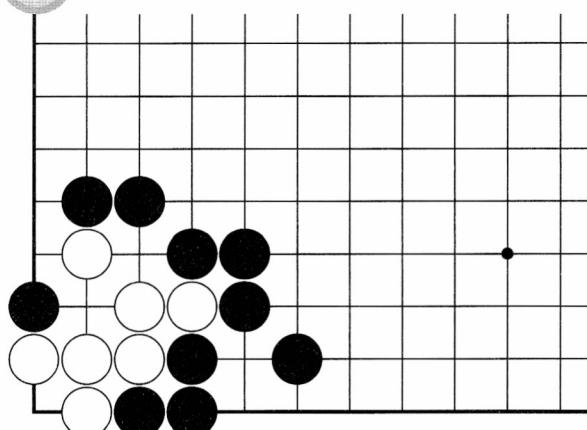
16



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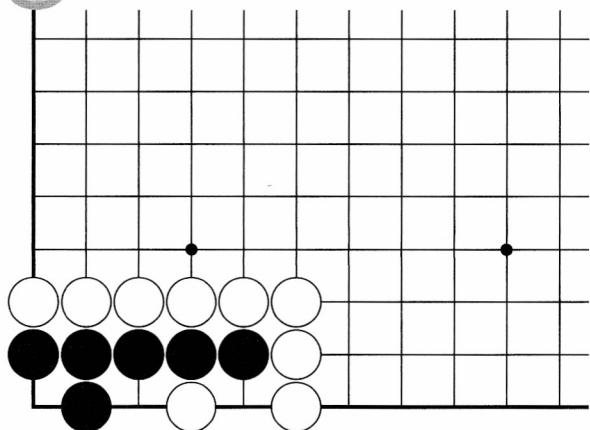
Capture or Save



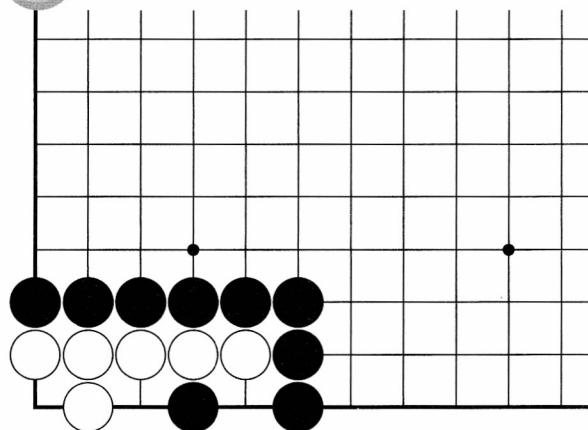
Thinking power

Save Black or capture White.

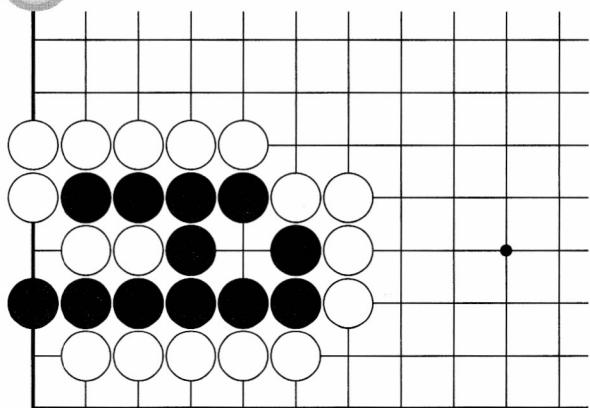
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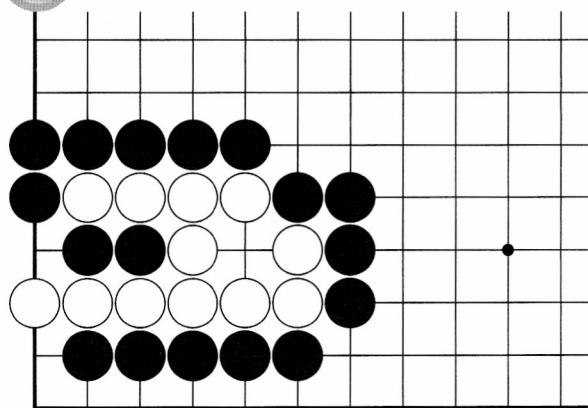
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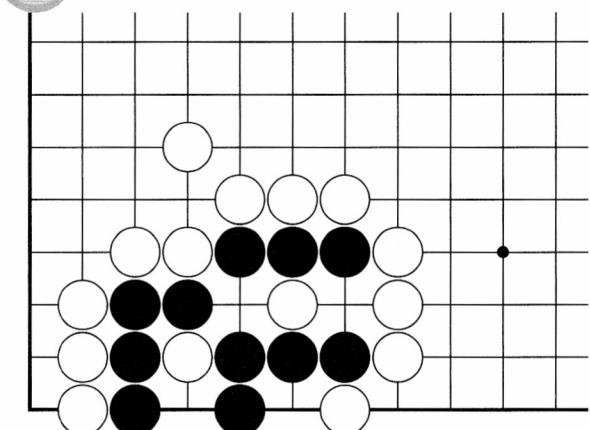
21



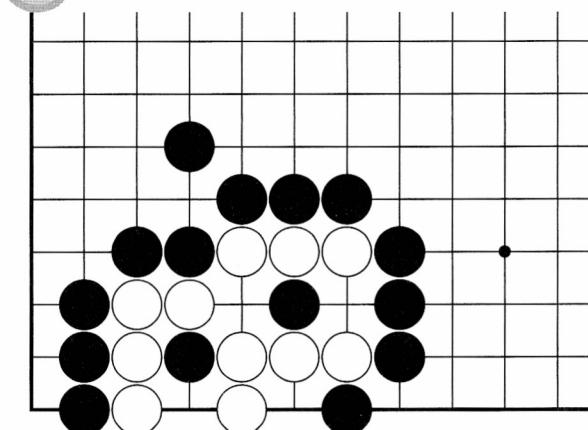
22



23



24



13

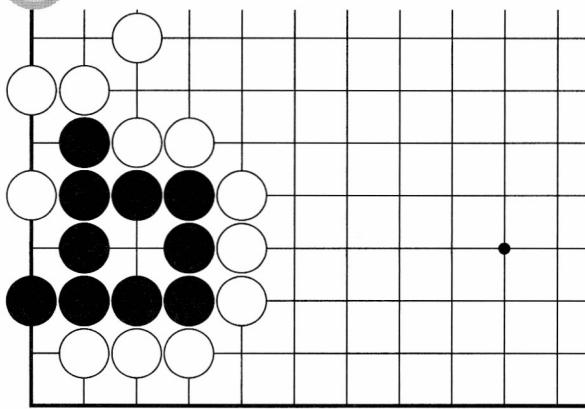
Capture or Save



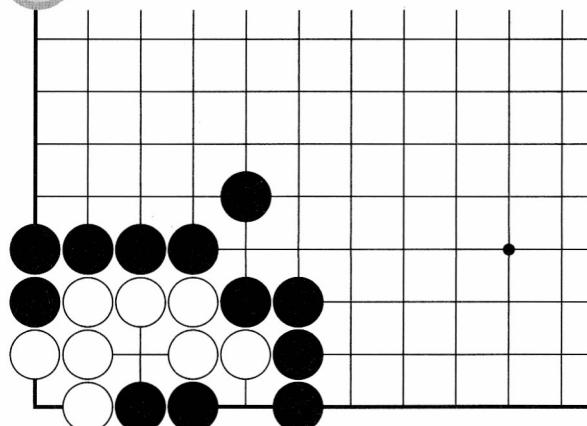
Thinking power

Save Black or capture White.

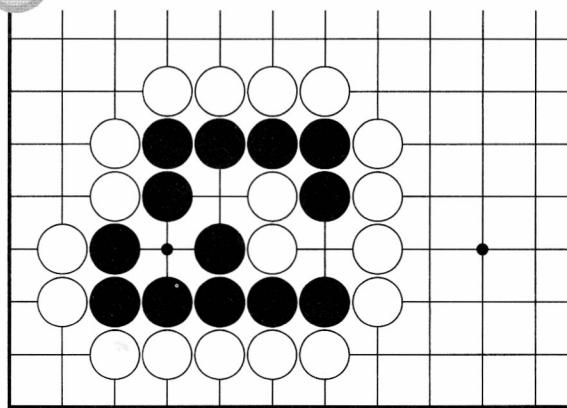
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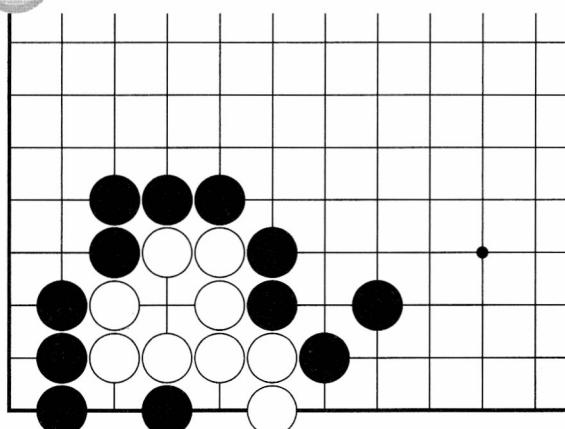
26



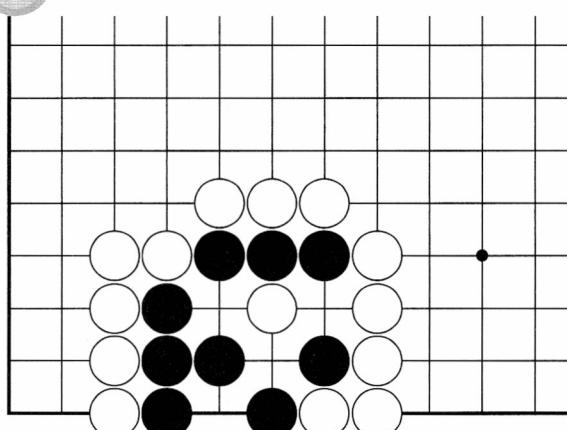
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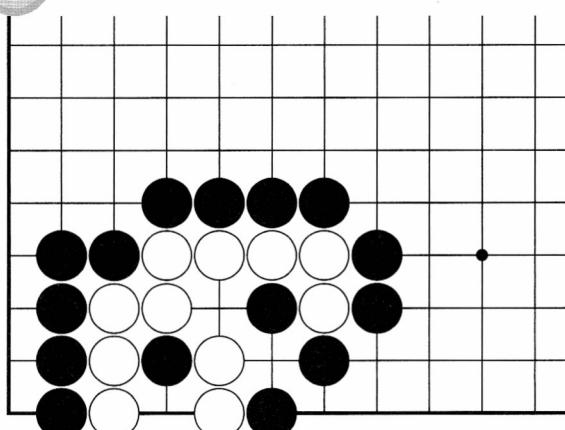
28



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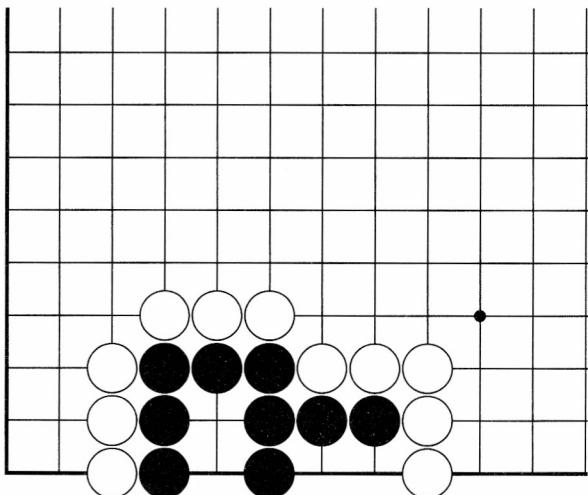


14

Two Adjacent Points Die



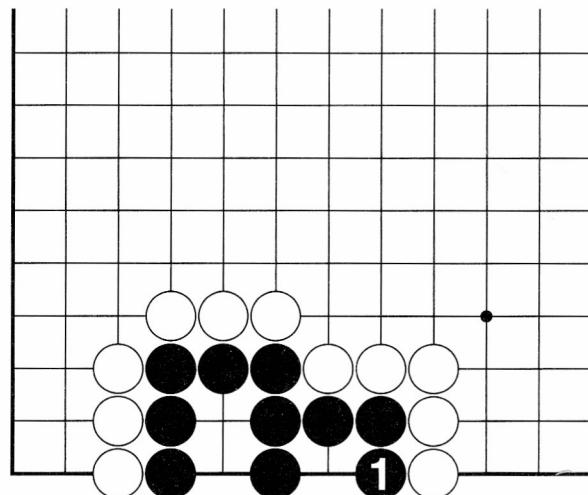
Situation 1



How can the black stones be saved?



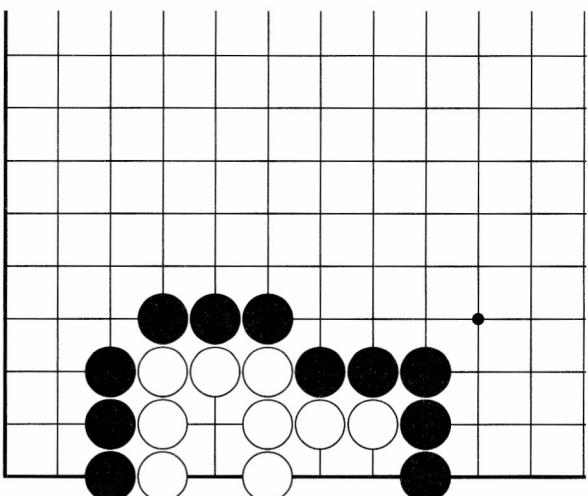
Success 1



If Black makes another eye, Black's stones are saved.



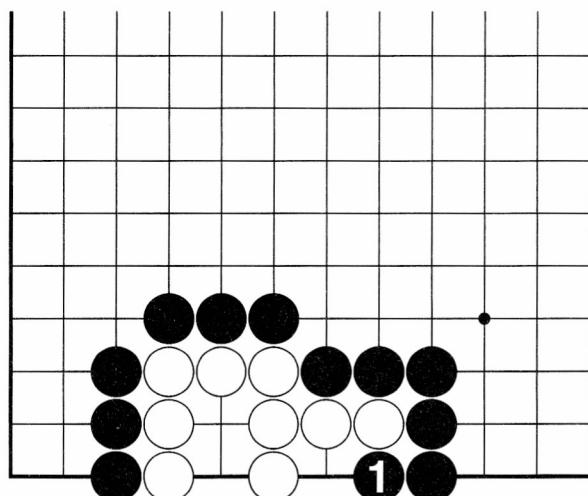
Situation 2



Black to capture White.



Success 2



Take away the place where White can make another eye. Like this, Black can capture all the white stones.

14

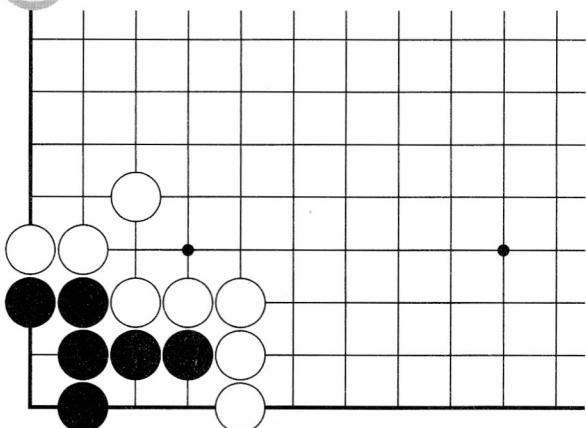
Two Adjacent Points Die



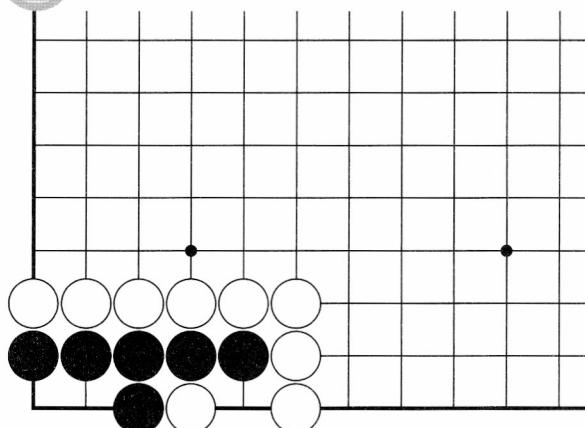
Thinking power

Save Black.

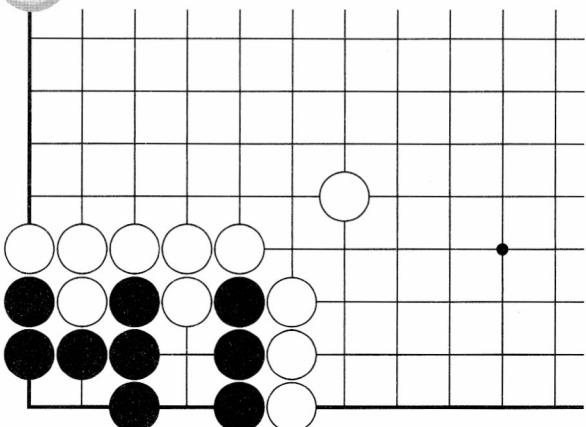
1



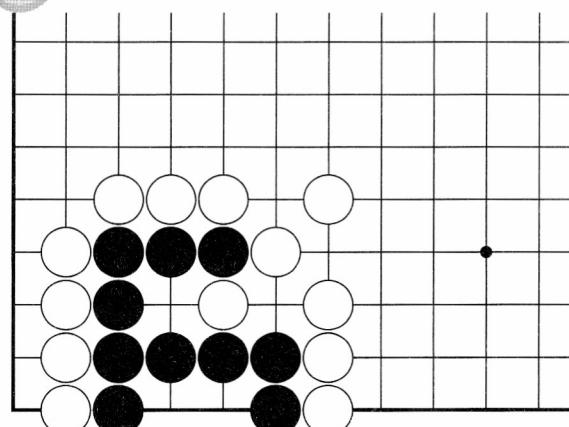
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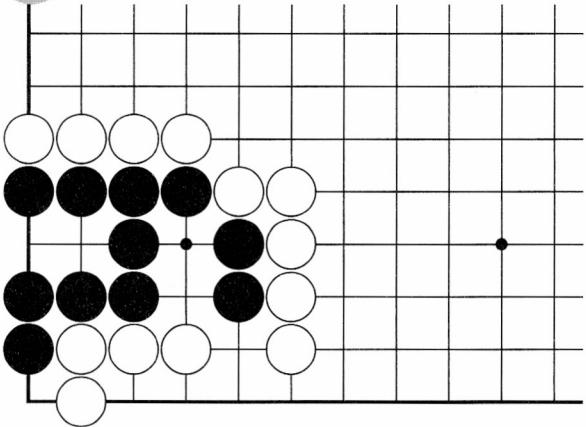
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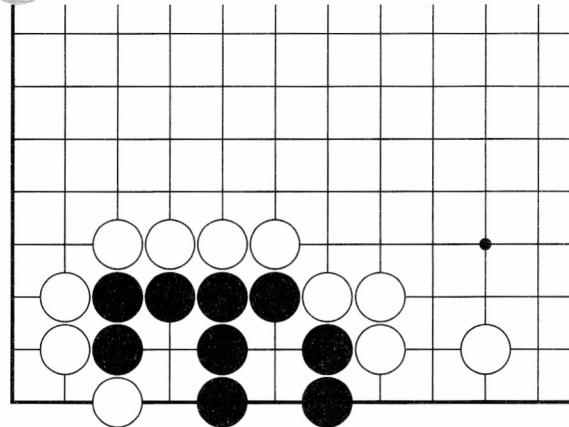
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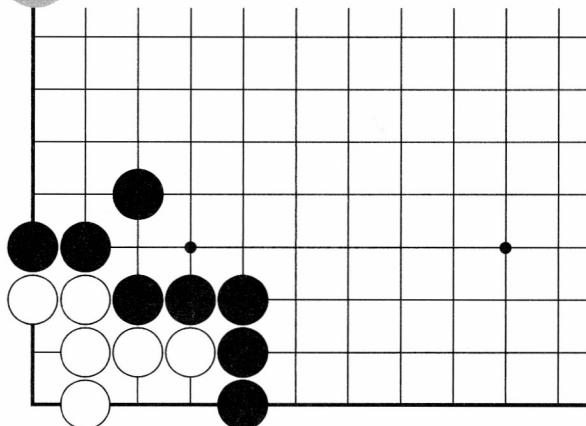
Two Adjacent Points Die

Capture White.

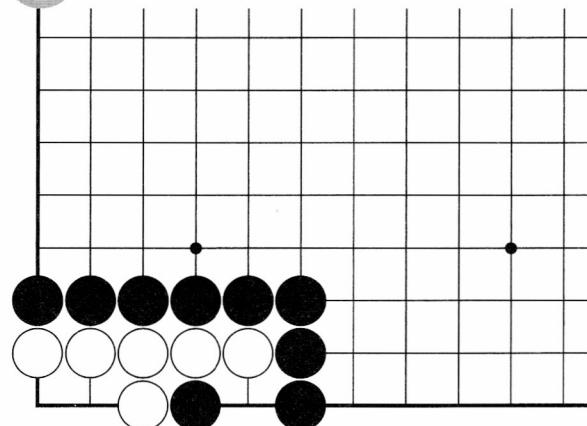


Thinking power

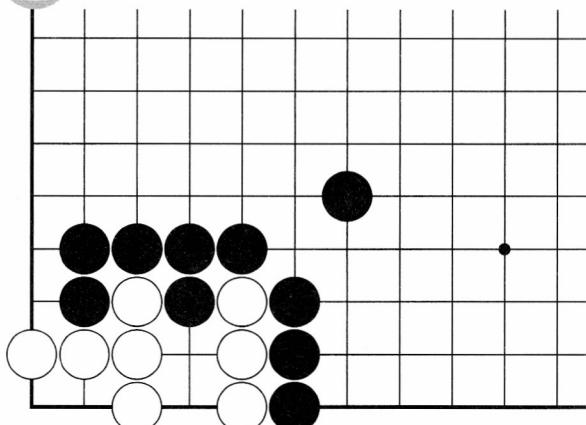
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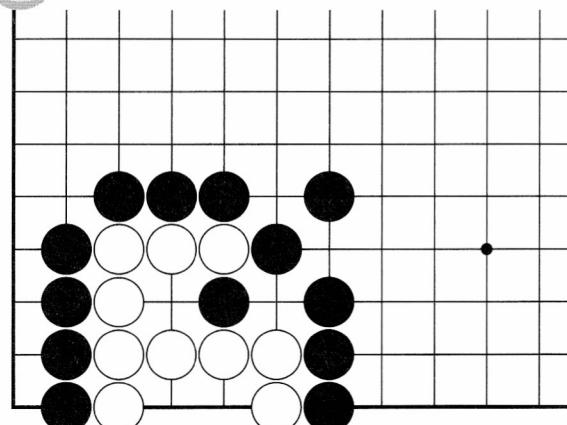
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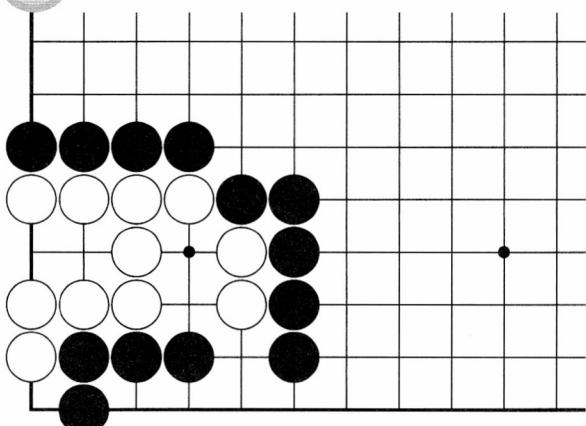
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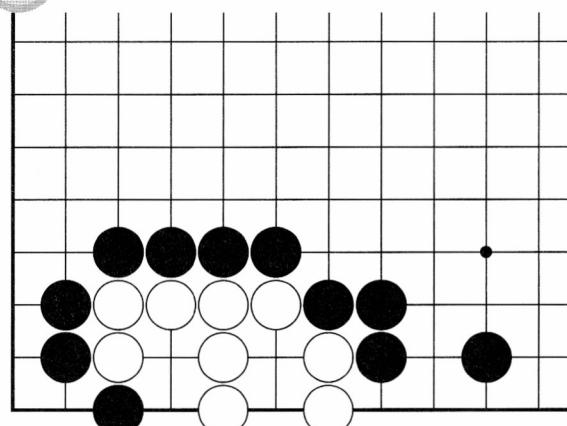
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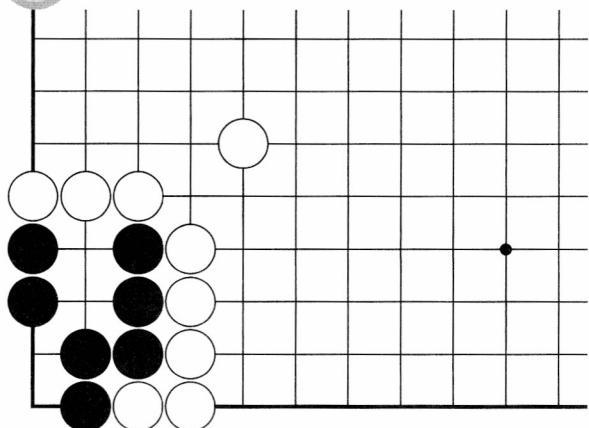
Two Adjacent Points Die



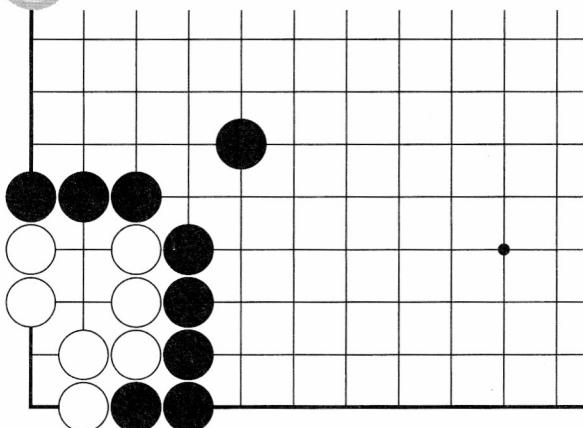
Thinking power

Save Black or capture White.

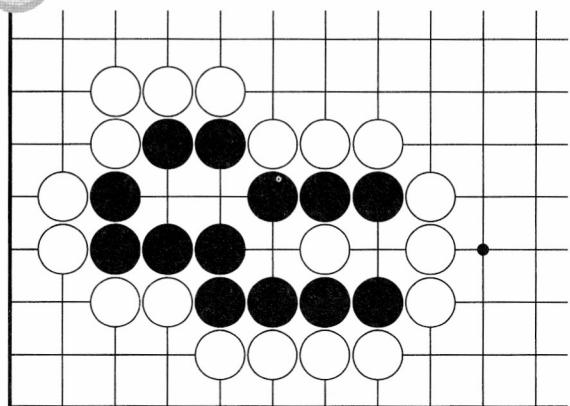
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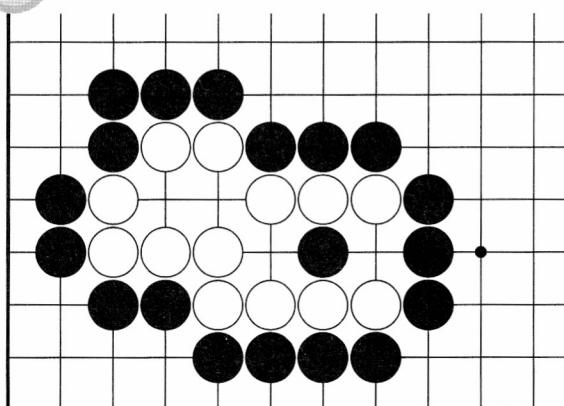
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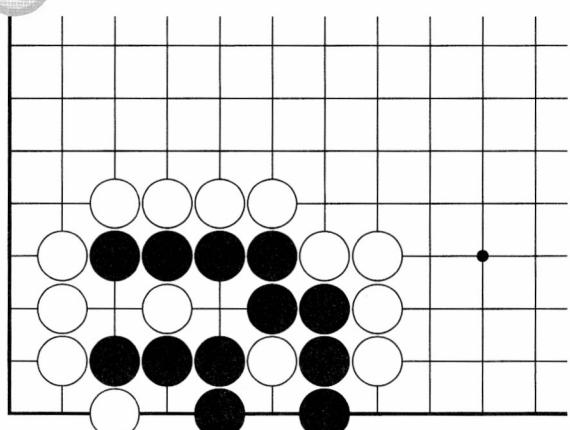
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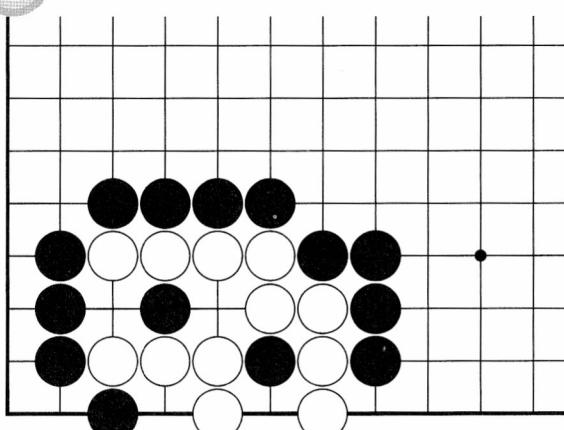
16



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14

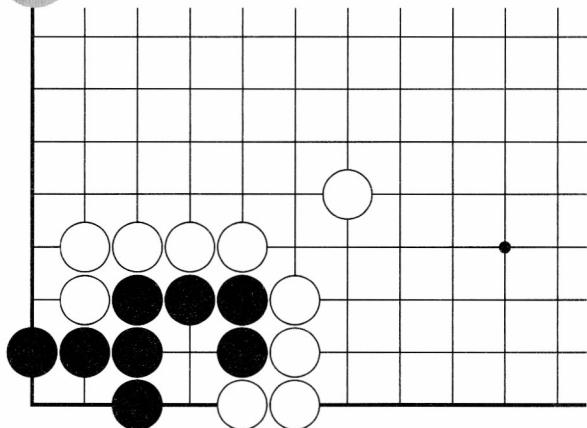
Two Adjacent Points Die



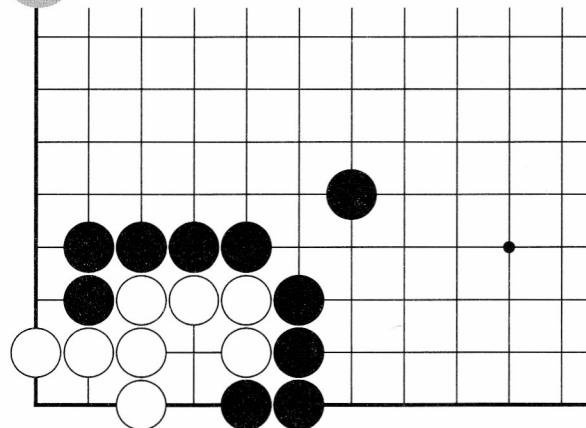
Thinking
power

Save Black or capture White.

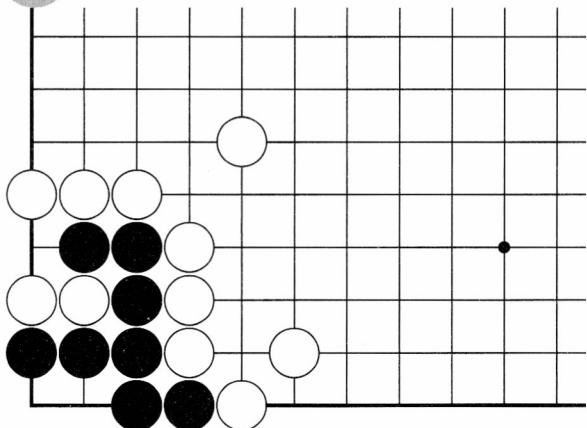
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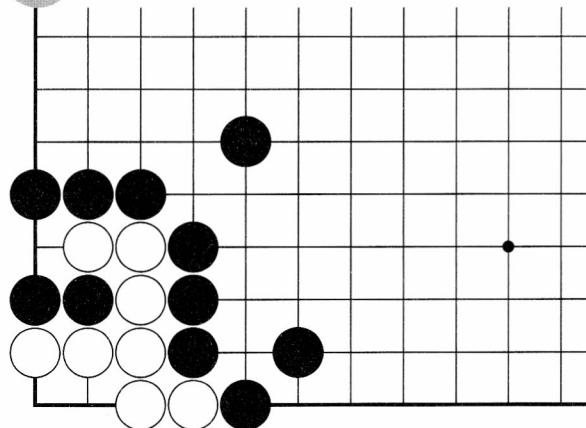
20



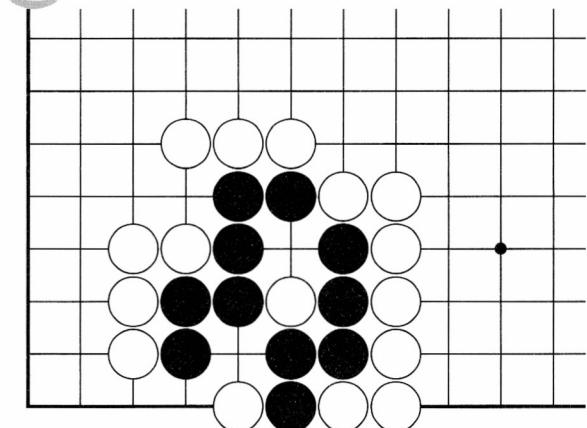
21



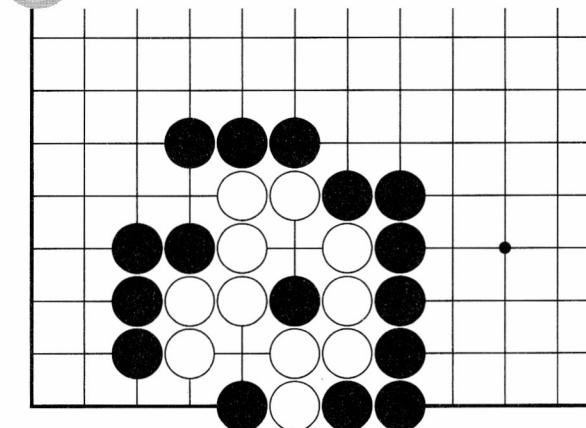
22



23



24



14

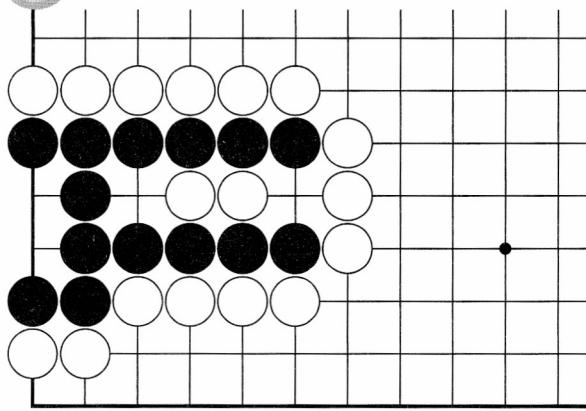
Two Adjacent Points Die



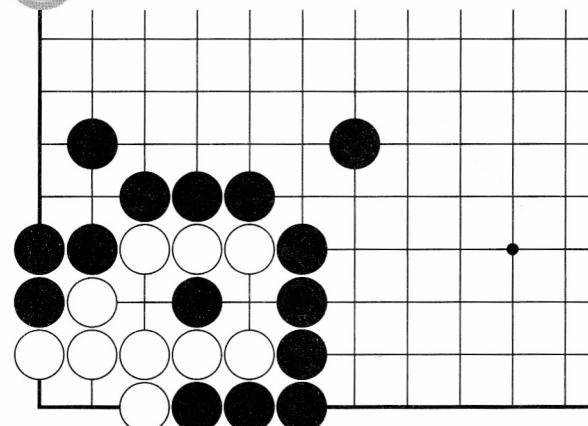
Thinking power

Save Black or capture White.

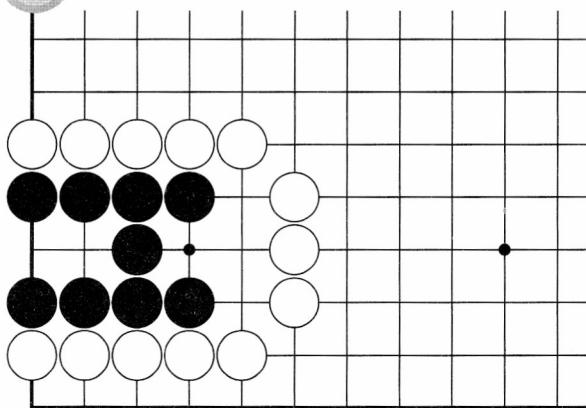
25



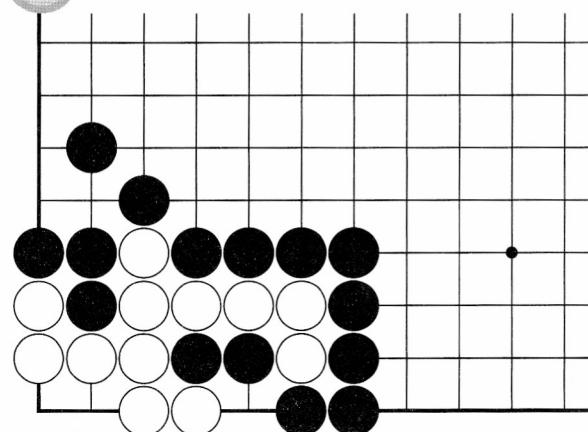
26



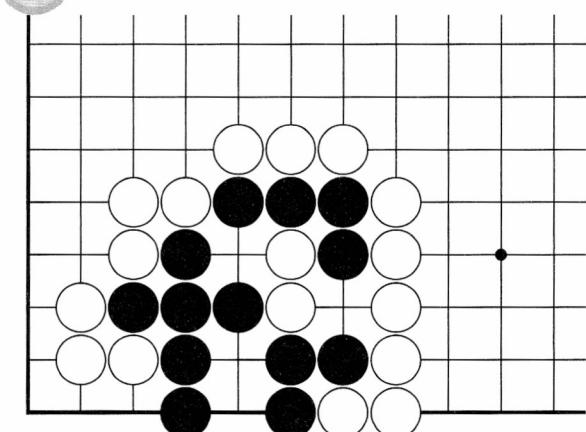
27



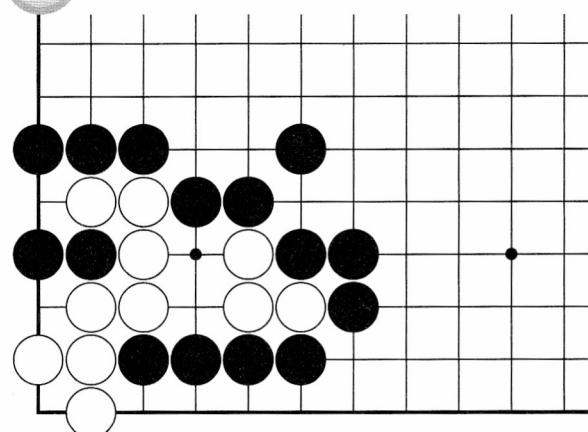
28



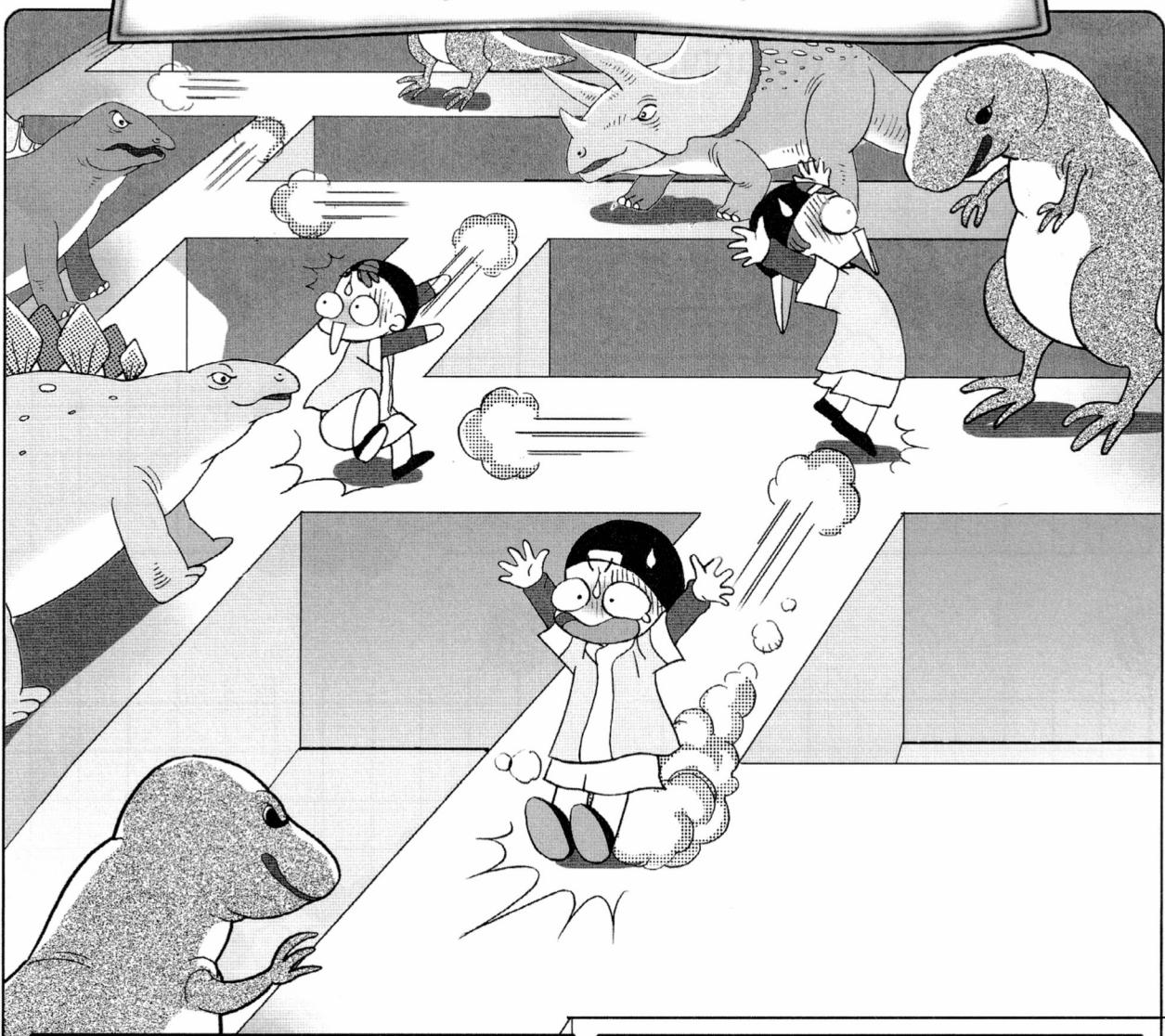
29



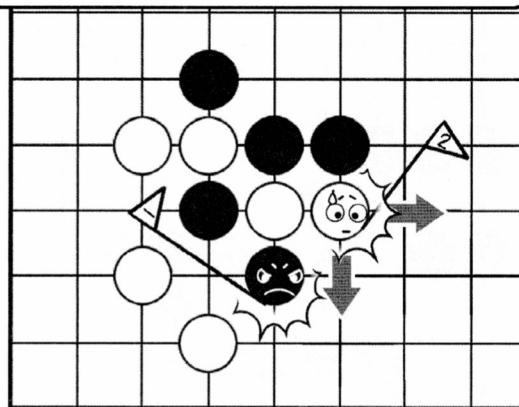
30



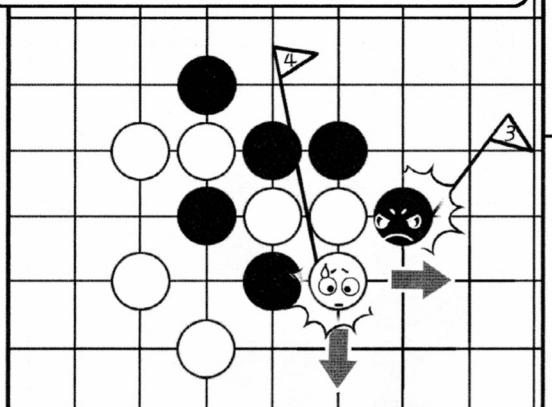
Ladder - Play atari but allow only 2 liberties



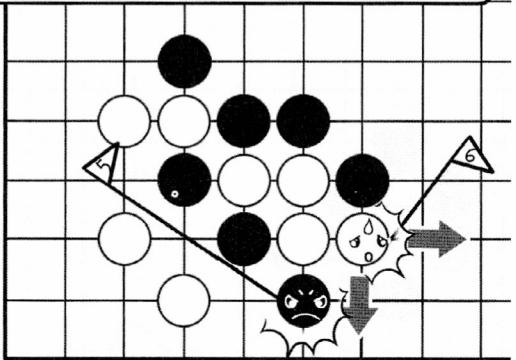
Play atari in the direction of giving only two liberties.



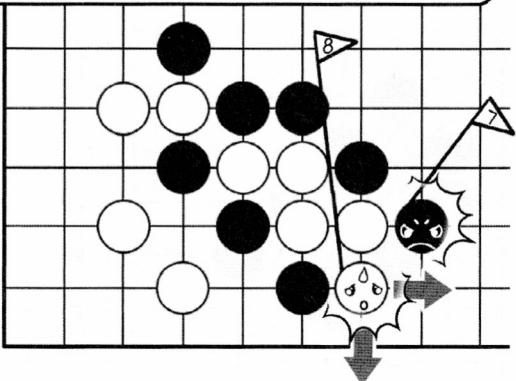
Don't let White make more than two liberties!



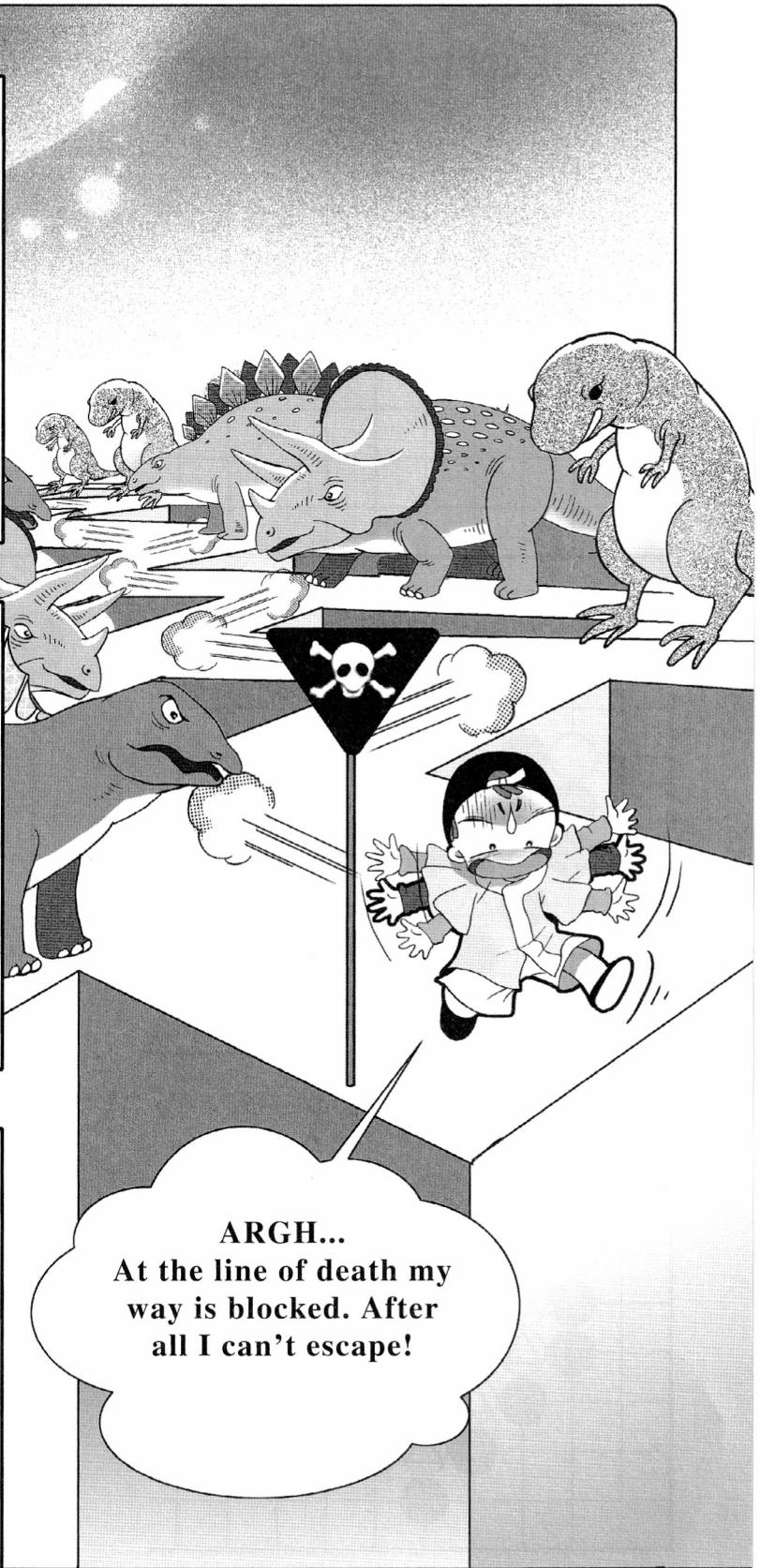
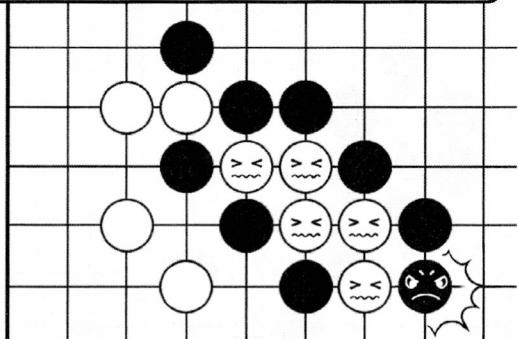
Play atari in the direction of giving only two liberties.



Play atari in the direction of giving only two liberties.



At the line of death the way is blocked, so White can't escape!



15

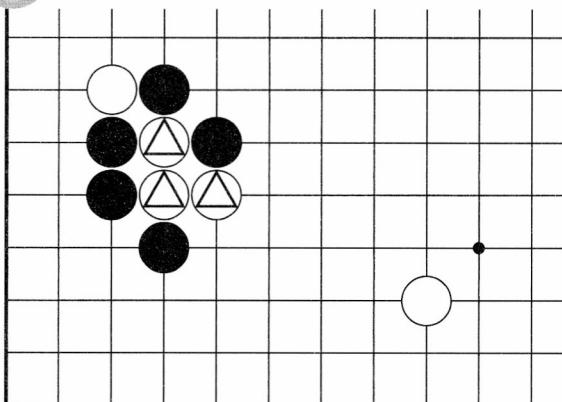
Ladder



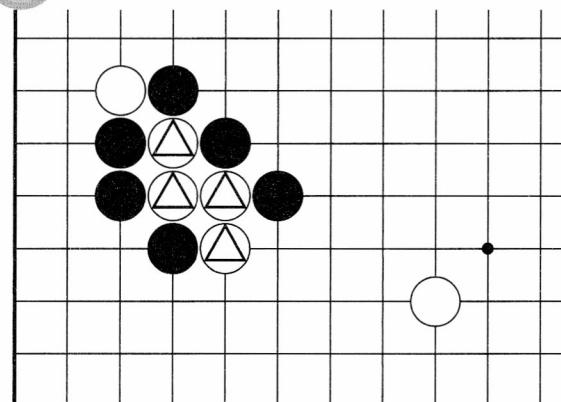
Spatial sense

Capture the stones.

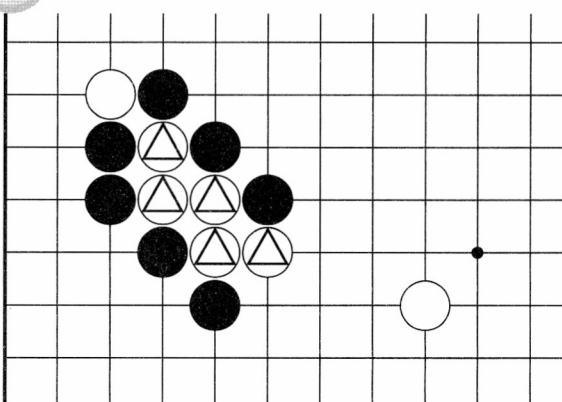
1



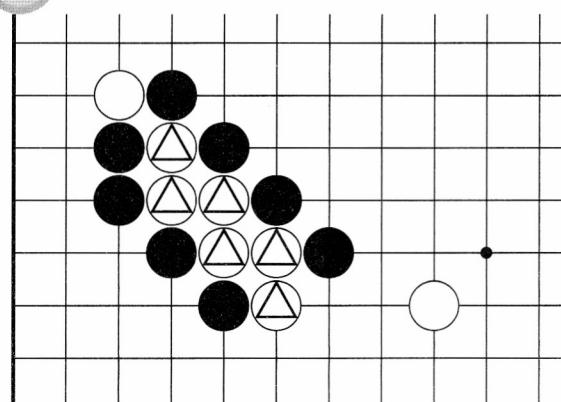
2



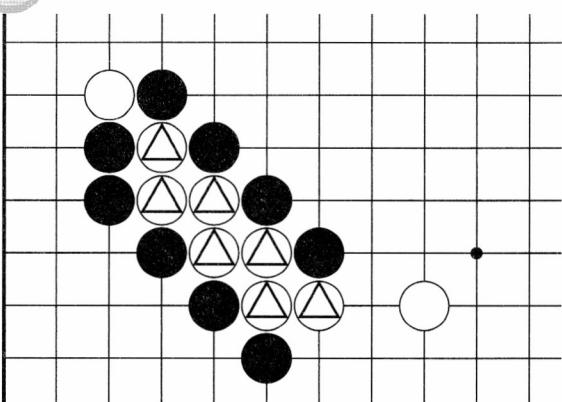
3



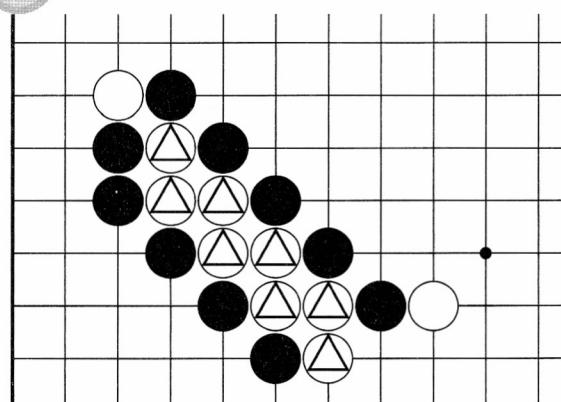
4



5



6



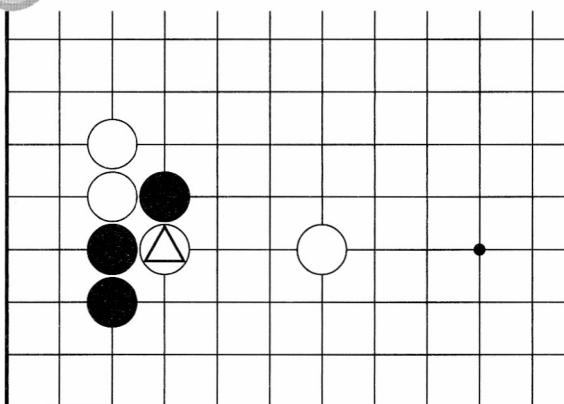
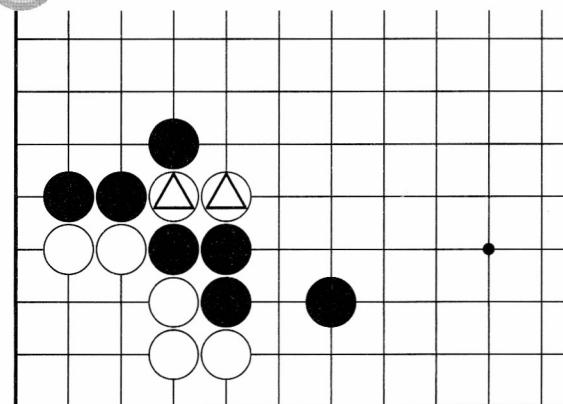
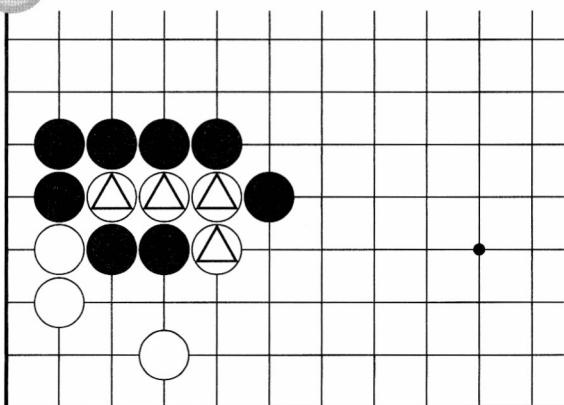
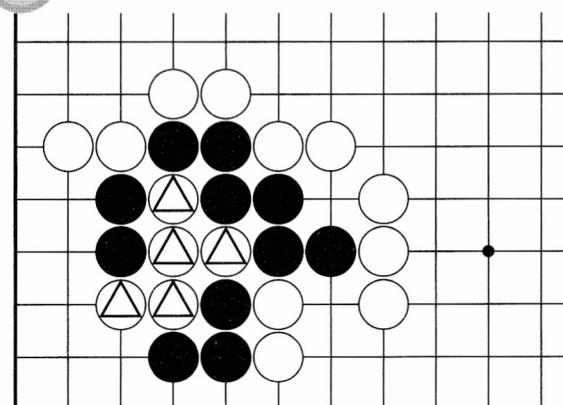
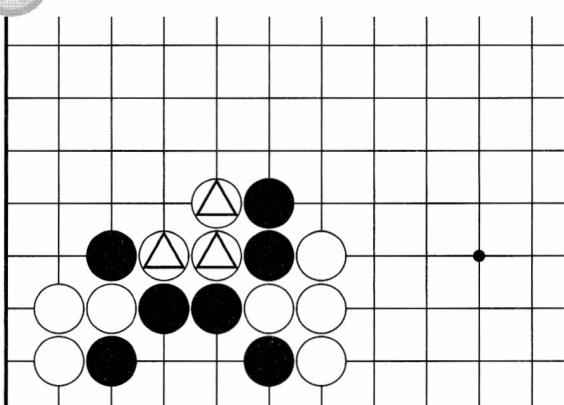
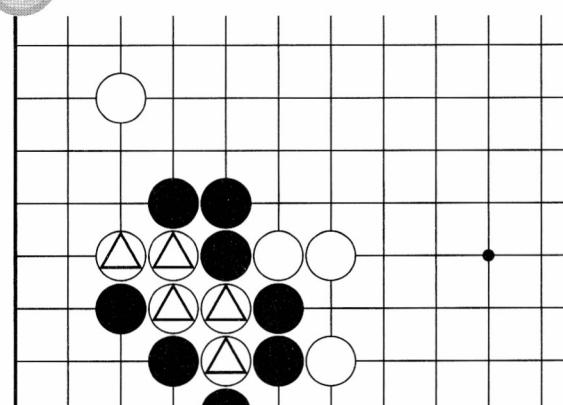
15

Ladder



Spatial sense

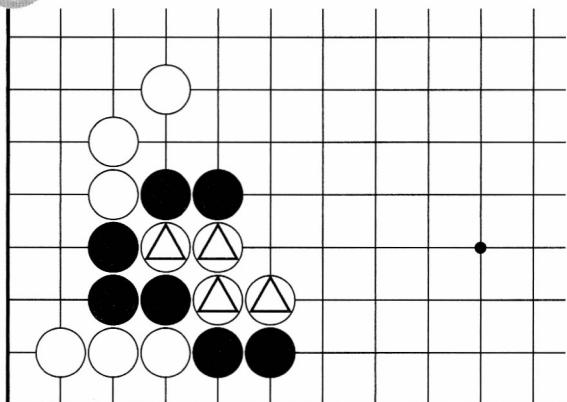
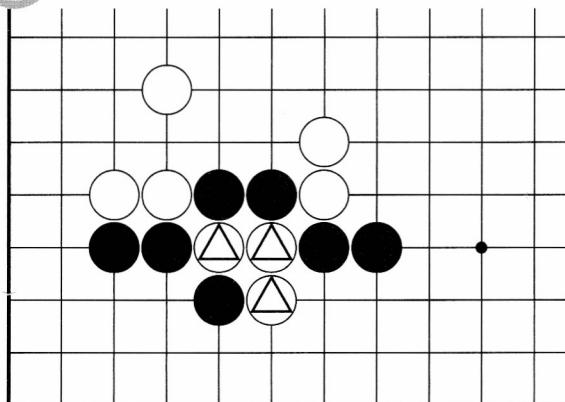
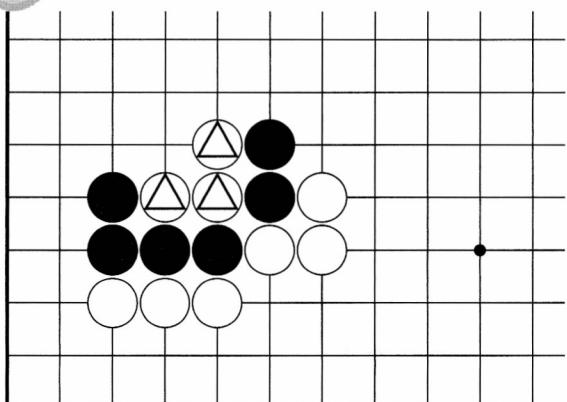
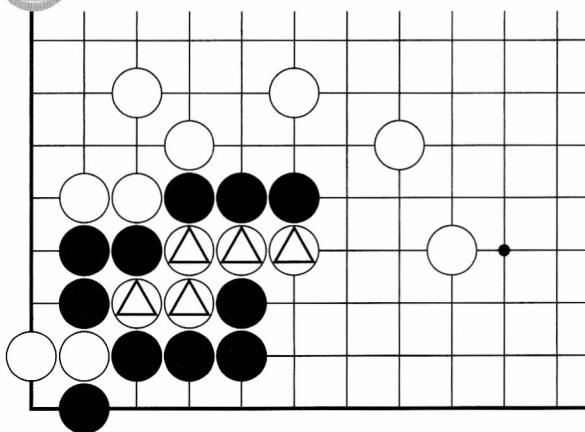
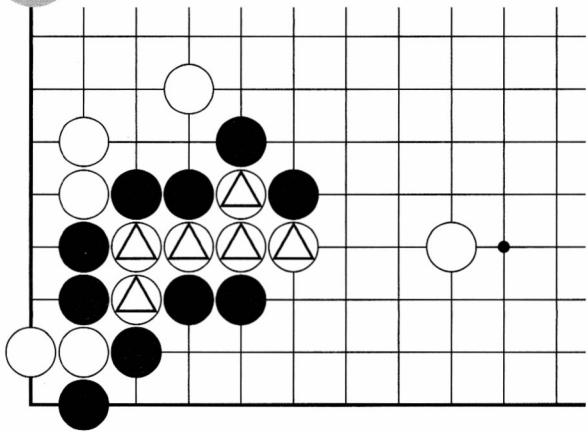
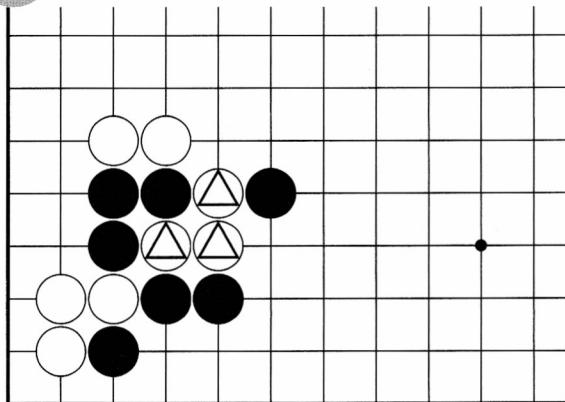
Capture the stones.

7**8****9****10****11****12**

15**Ladder**

Spatial sense

Capture the stones.

13**14****15****16****17****18**

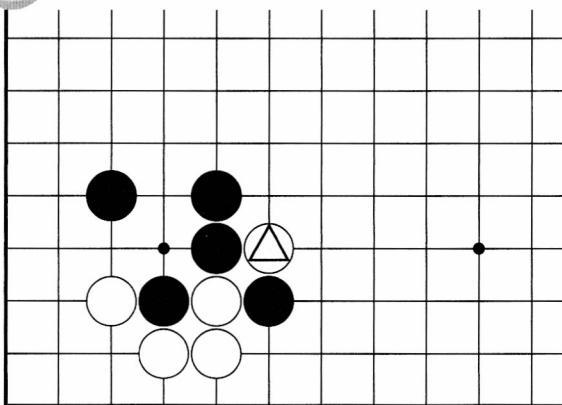
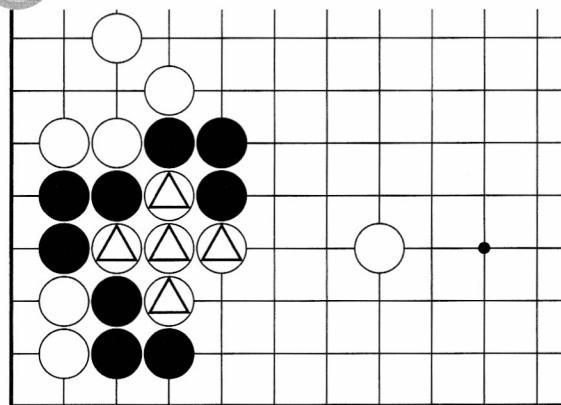
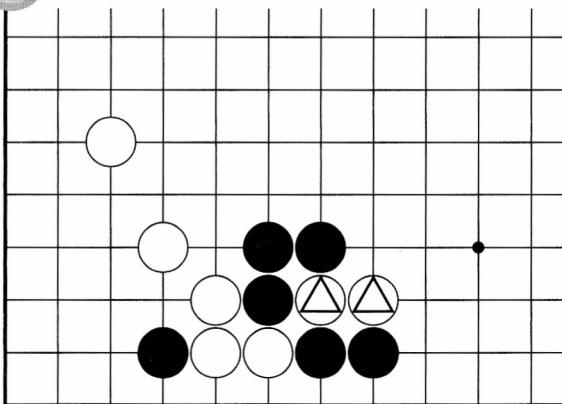
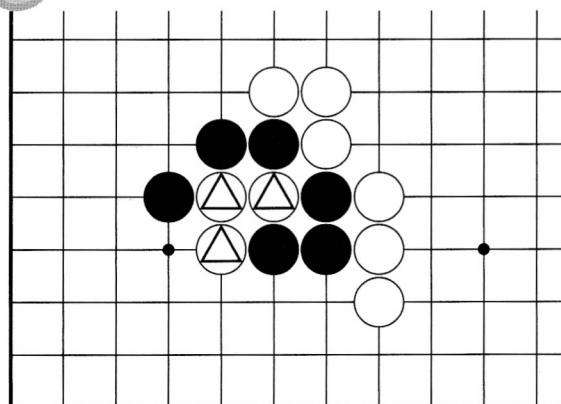
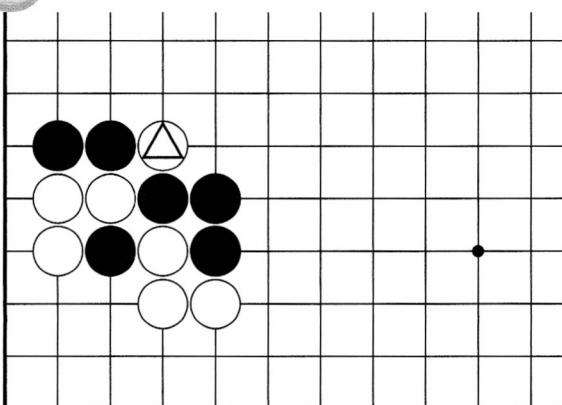
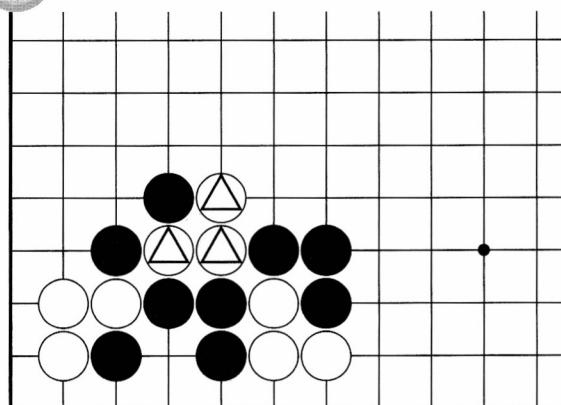
15

Ladder



Spatial sense

Capture the stones.

19**20****21****22****23****24**

15

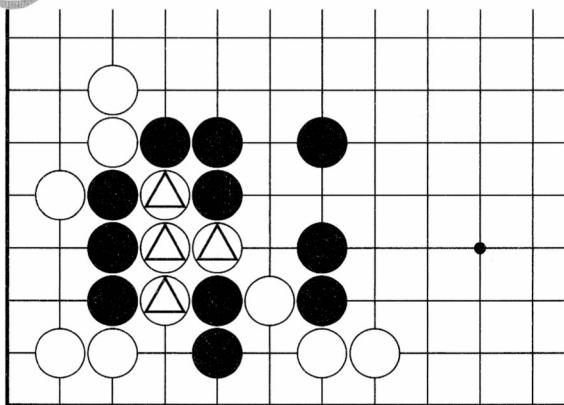
Where to Atari (Dansu)



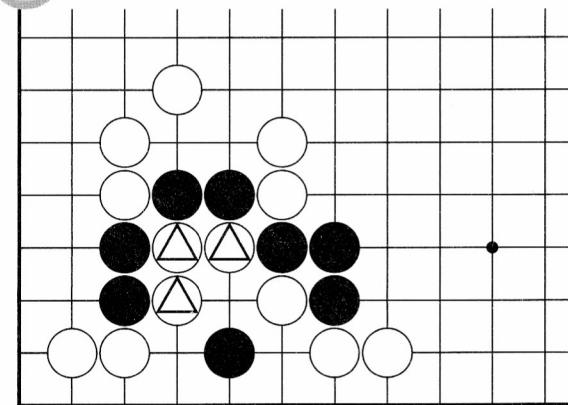
Thinking power

Capture the stones.

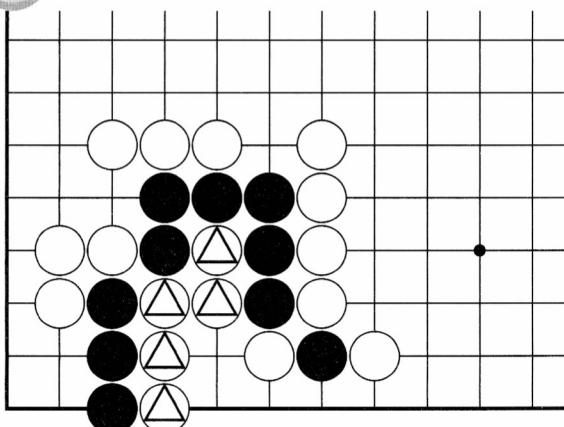
1



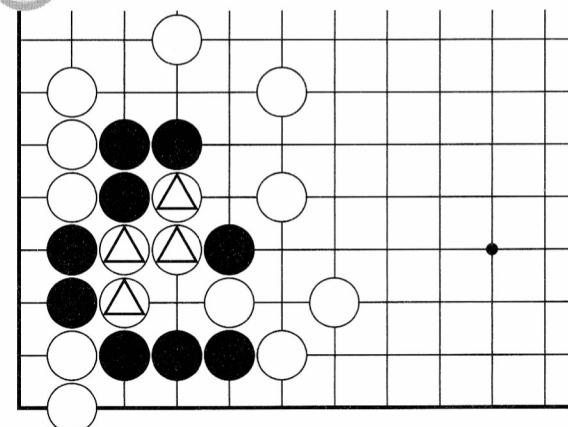
2



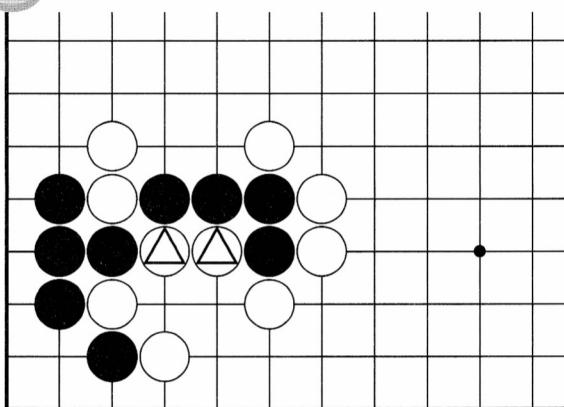
3



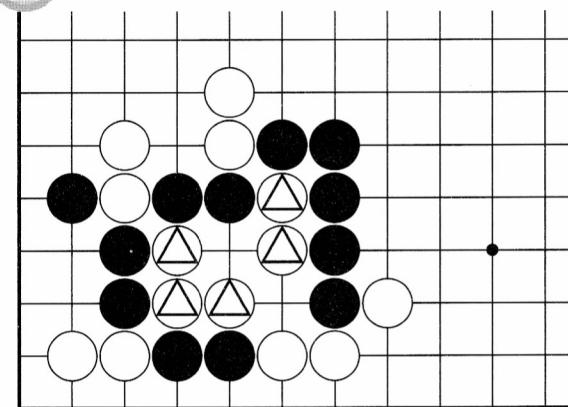
4



5



6



15

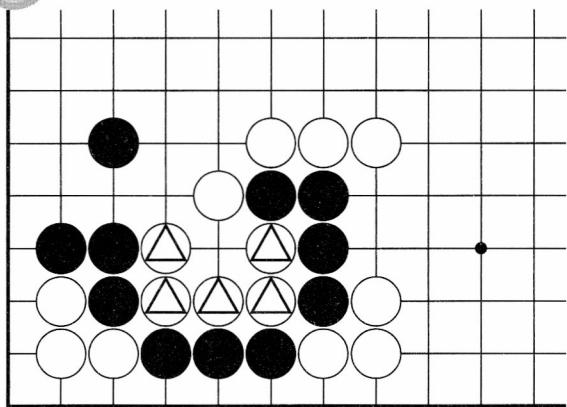
Where to Atari (Dansu)



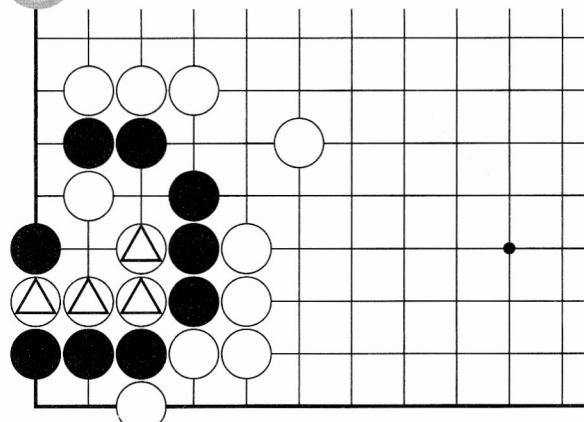
Thinking power

Capture the \triangle stones.

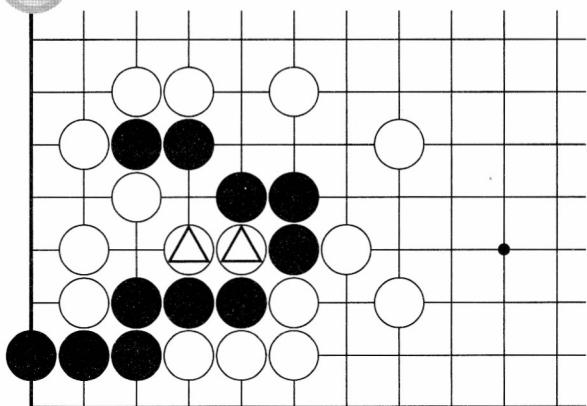
7



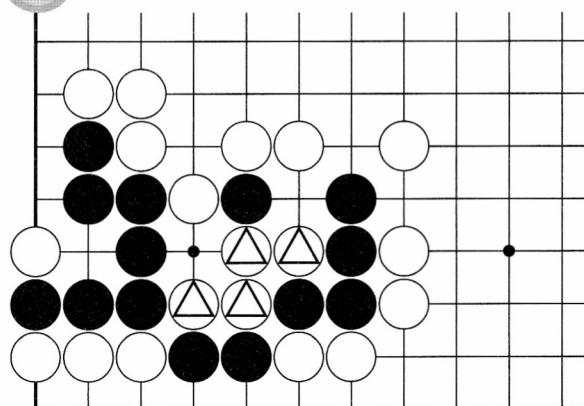
8



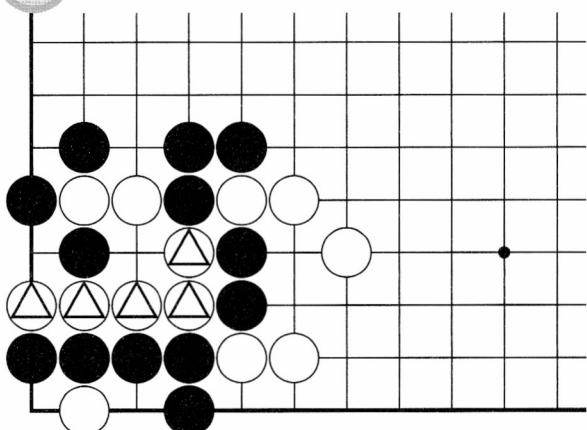
9



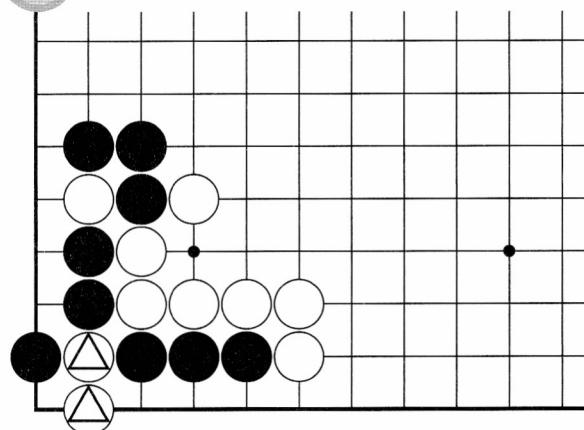
10



11

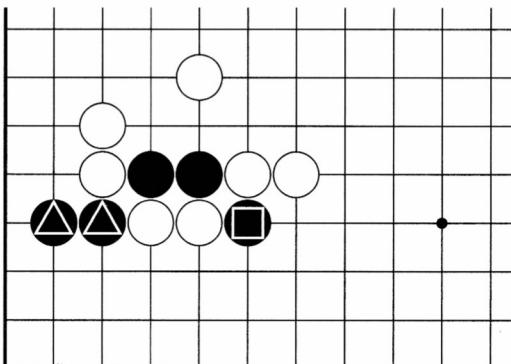


12



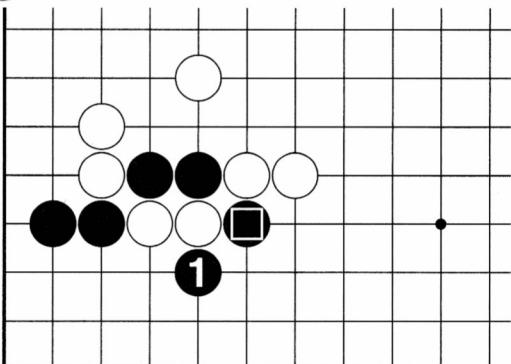
16 Ladder from Weak Stones

Situation



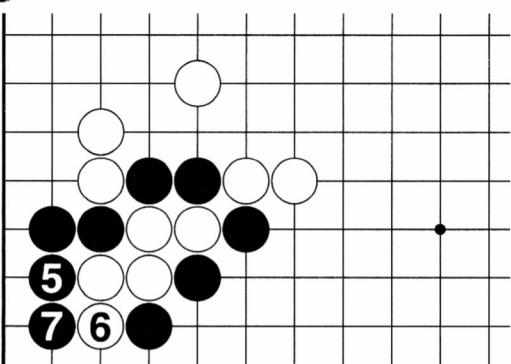
The stones have 4, has only 2 liberties. In which direction shall Black drive?

Success 1



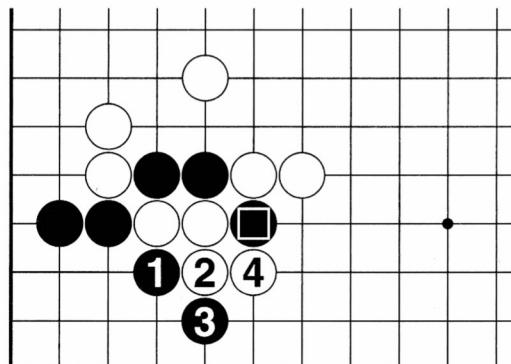
Black should drive FROM his weak stone!

Success 3



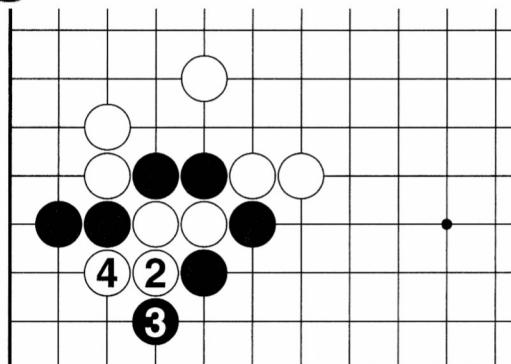
On the line of death White cannot escape.

Failure



If Black drives towards his weak stones, Black cannot capture White.

Success 2



Drive like this to allow White only 2 liberties.

[Quiz]

Monk: If I want to capture in a ladder, from where shall I drive?

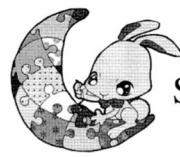
Kiring: Um... This is really difficult.

Topia: ()

1) You should drive from the south!

2) You should drive from the weak stones!

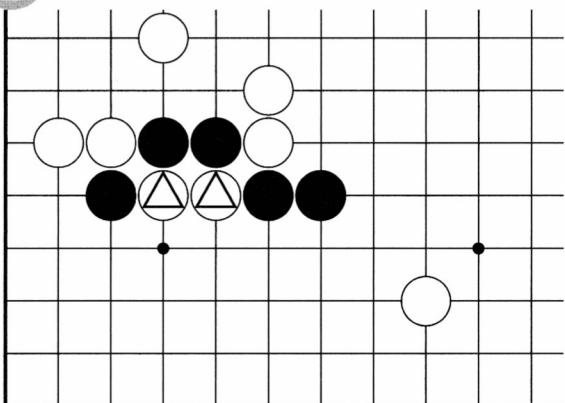
16 Ladder from Weak Stones



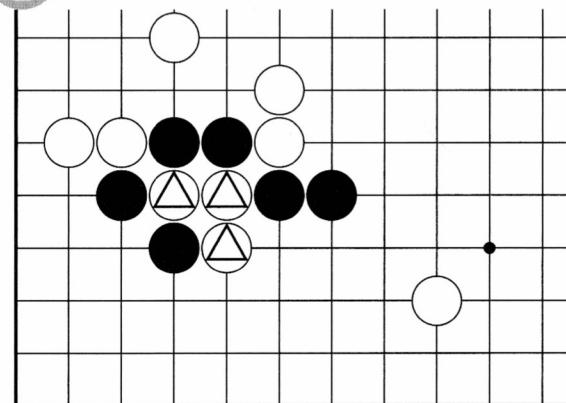
Spatial sense

Capture the \triangle stones.

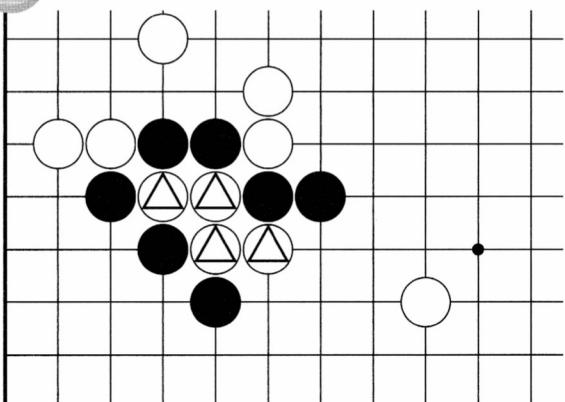
1



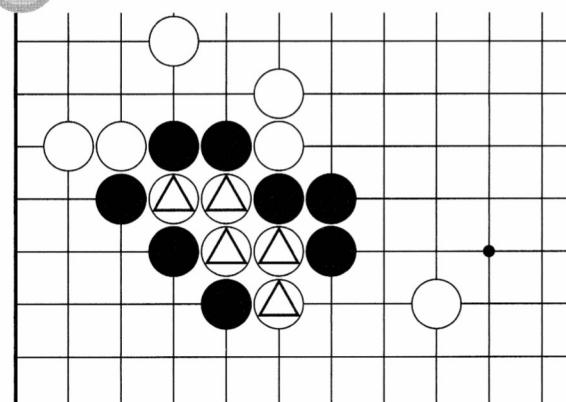
2



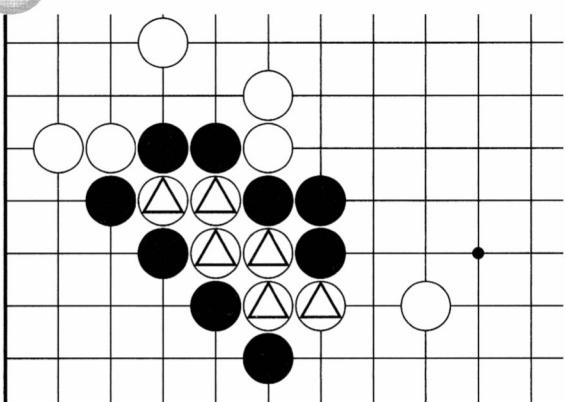
3



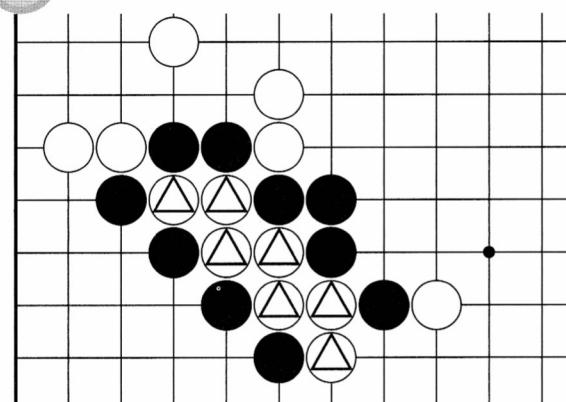
4



5



6



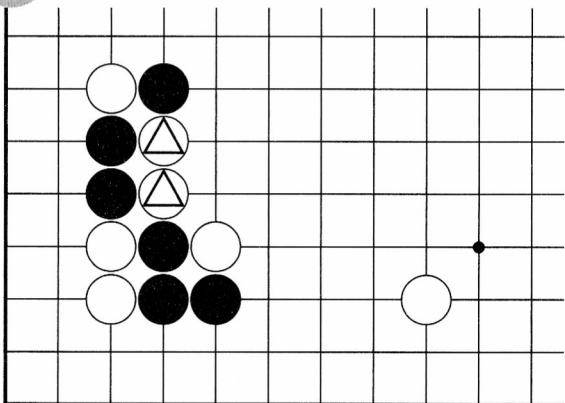
16 Ladder from Weak Stones



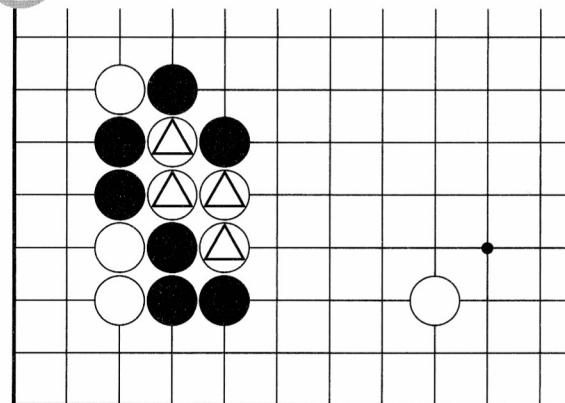
Spatial sense

Capture the stones.

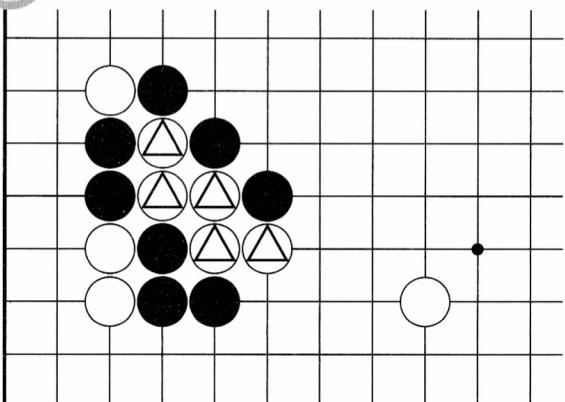
7



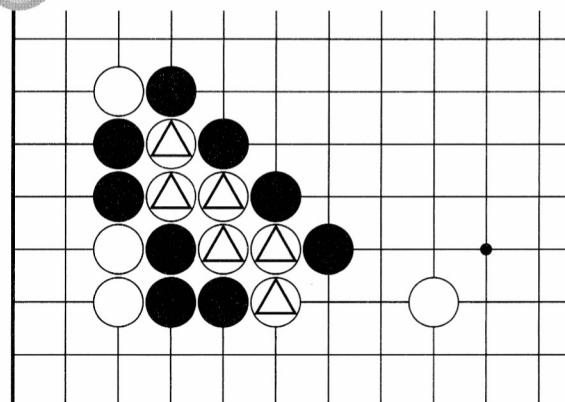
8



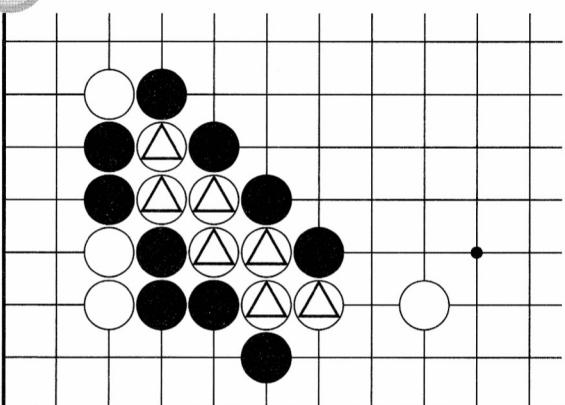
9



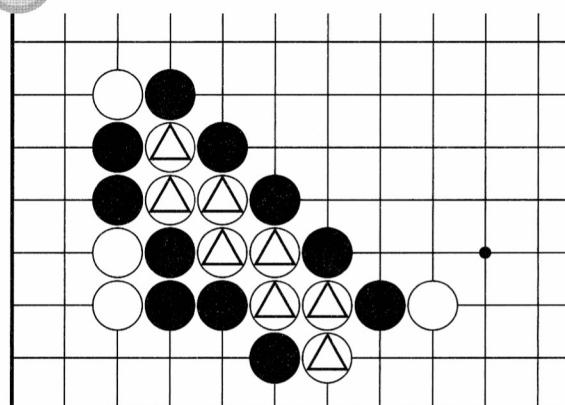
10



11



12



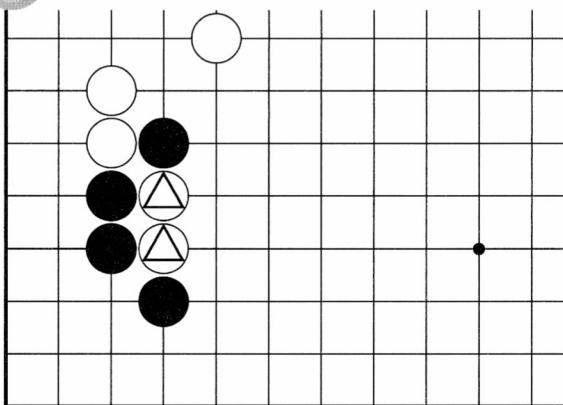
16 Ladder from Weak Stones



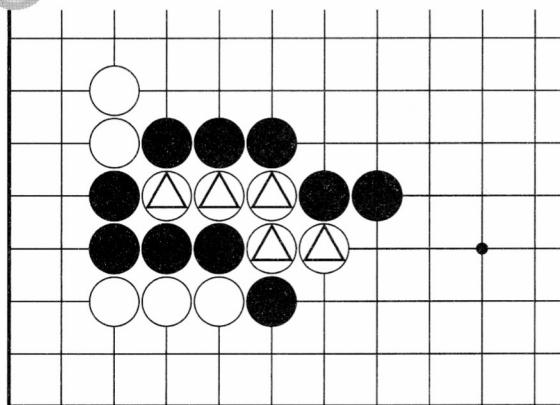
Spatial sense

Capture the \triangle stones.

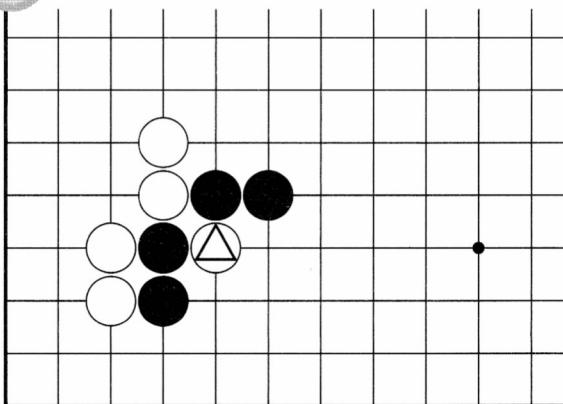
13



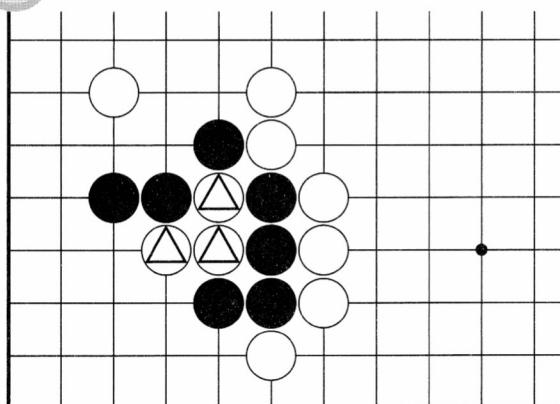
14



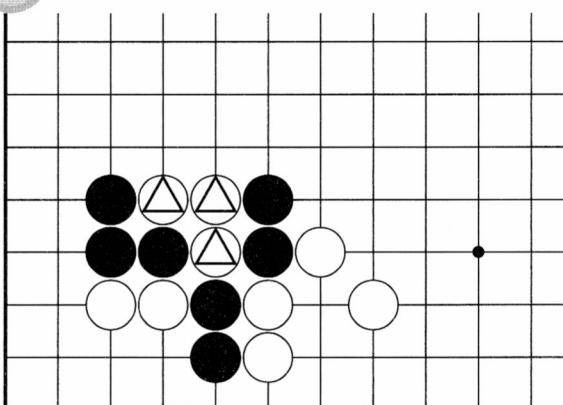
15



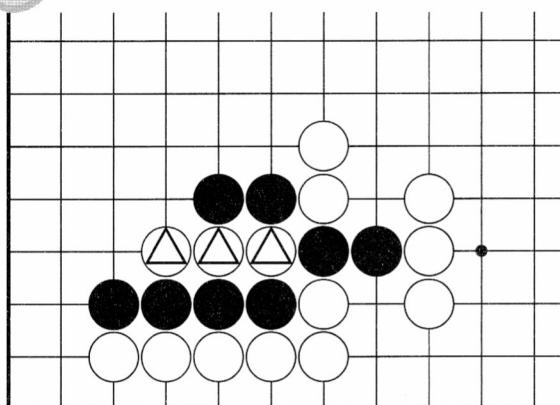
16



17



18



16

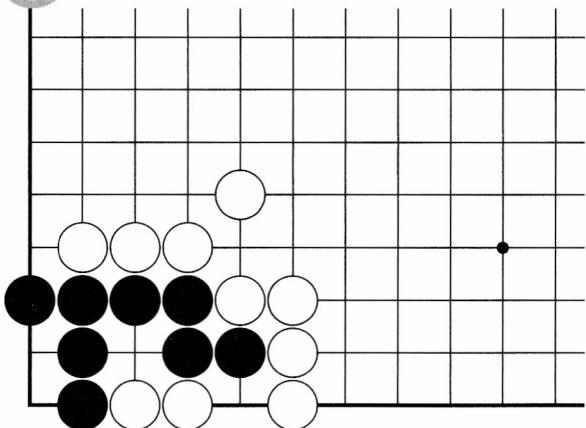
Life & Death (Review)



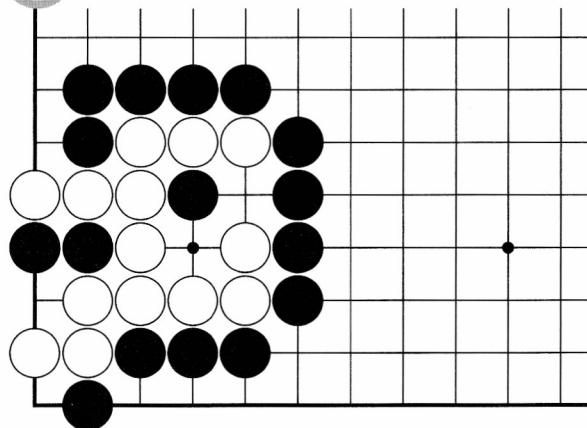
Thinking
power

Save Black or capture White.

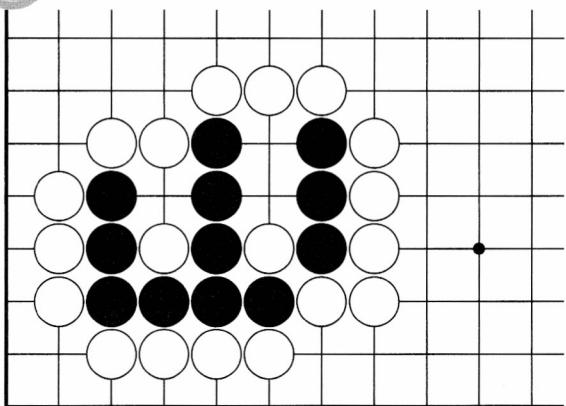
1



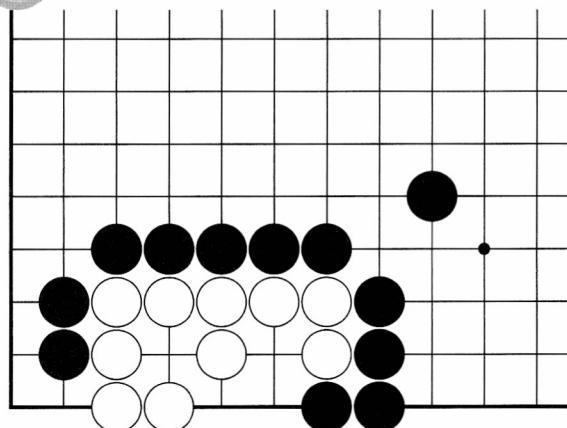
2



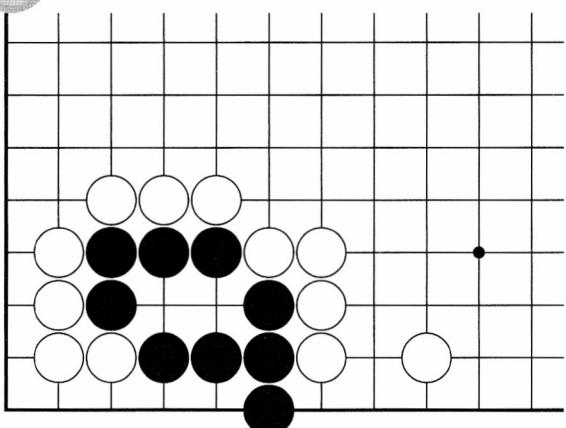
3



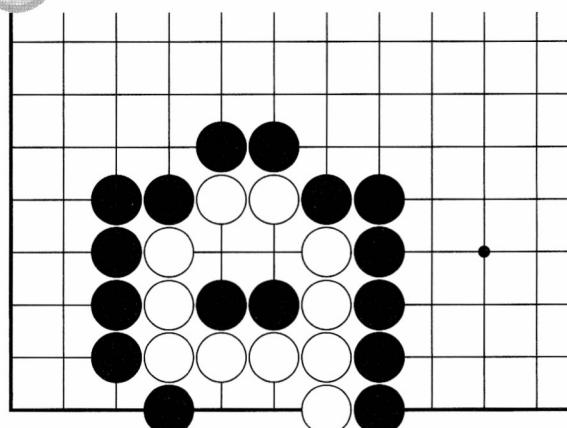
4



5



6



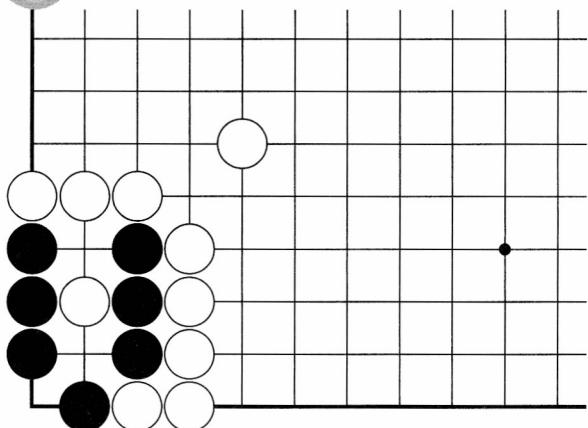
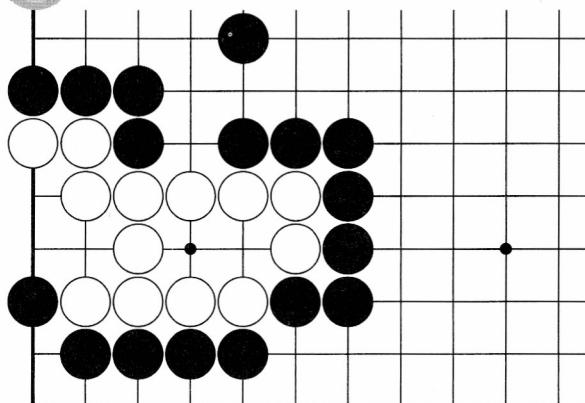
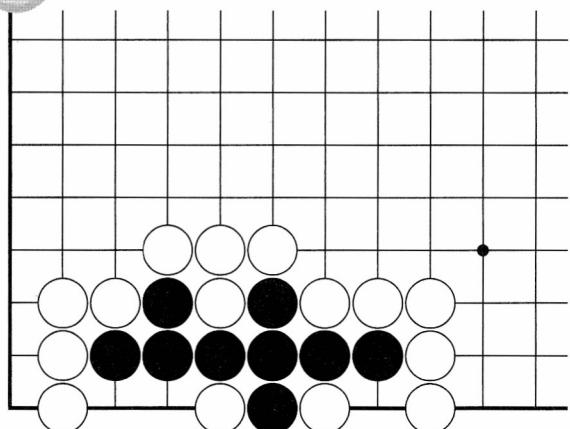
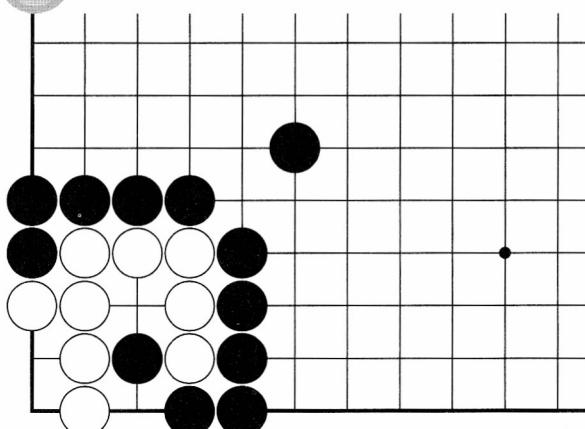
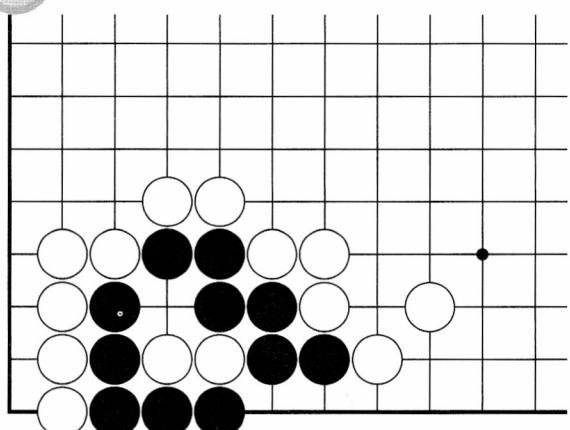
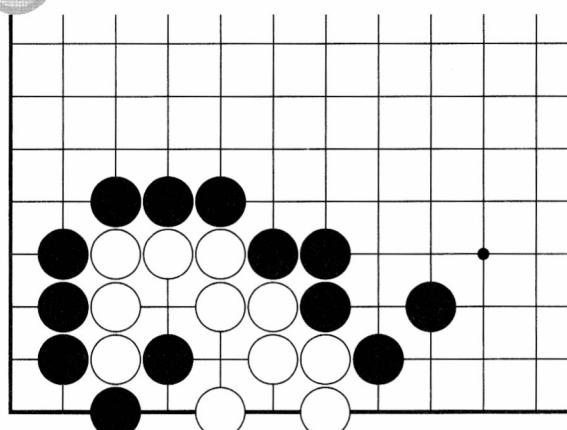
16

Life & Death (Review)



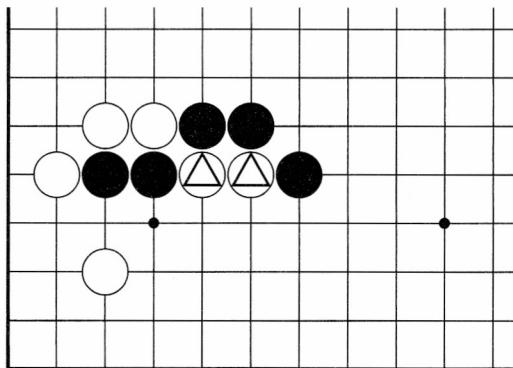
Thinking power

Save Black or capture White.

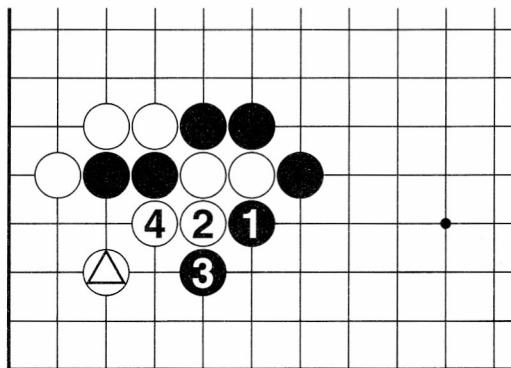
7**8****9****10****11****12**



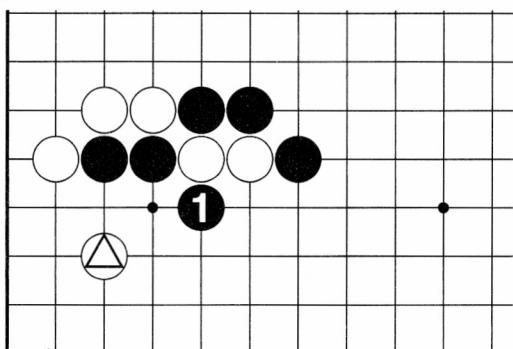
Situation

Black to capture the \triangle stones.

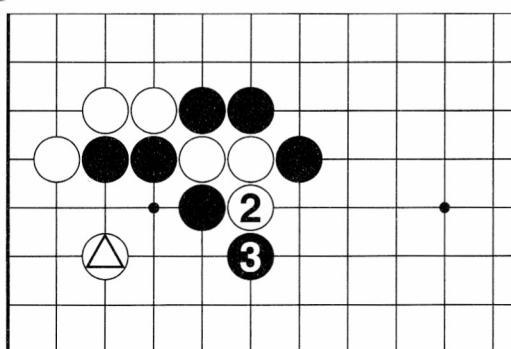
Failure

Don't drive the white stones towards a ladder breaker \triangle .

Success 1

Black should avoid driving towards a ladder breaker \triangle .

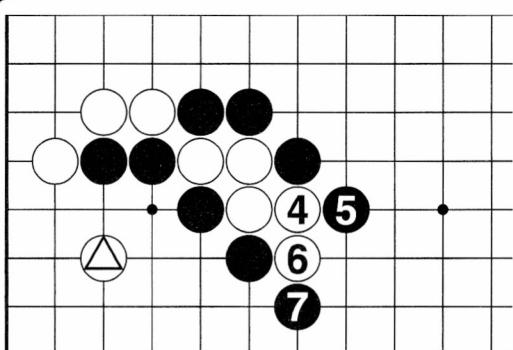
Success 2



Like this, the ladder works.



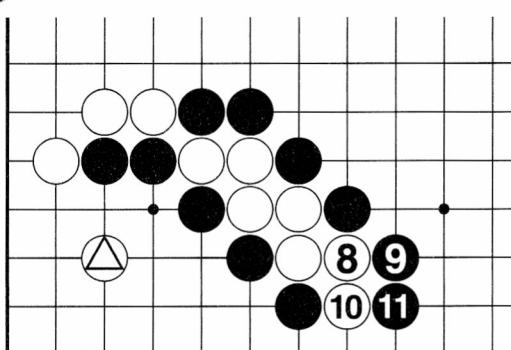
Success 3



Continue driving the ladder.



Success 4



Blocked at the dead line, White cannot escape.

17

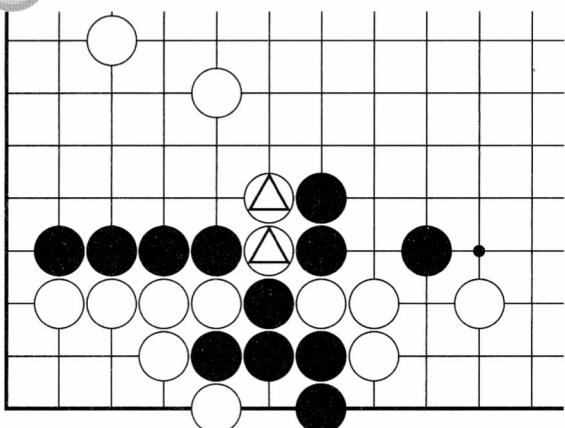
Ladder Breaker



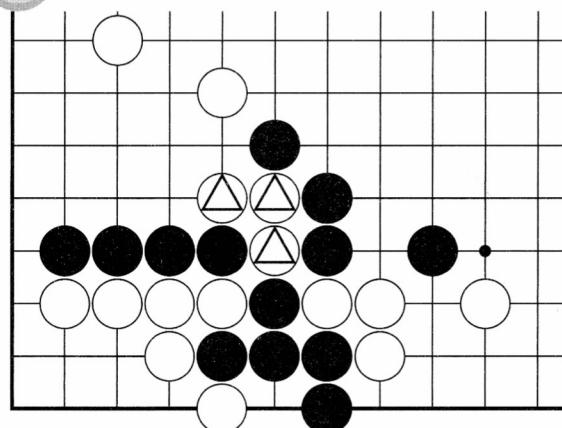
Spatial sense

Capture the  stones.

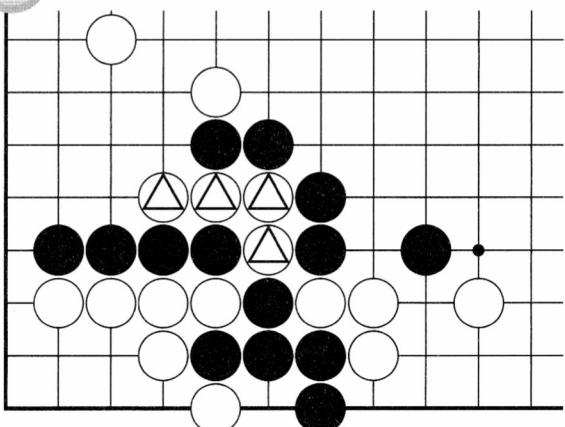
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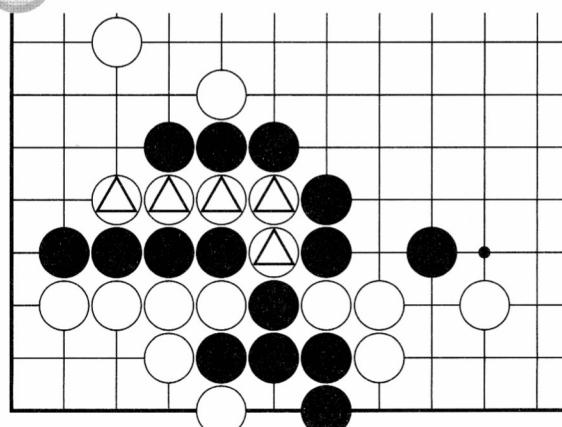
2



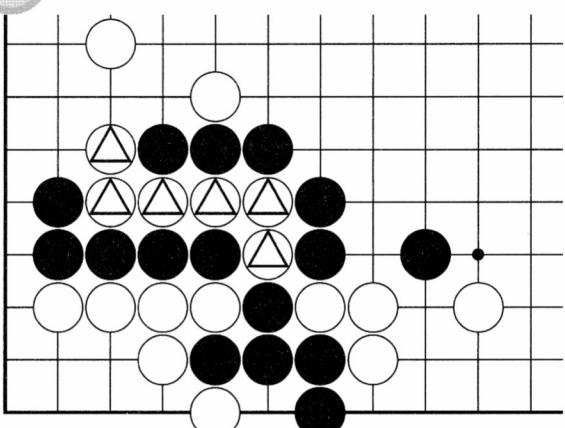
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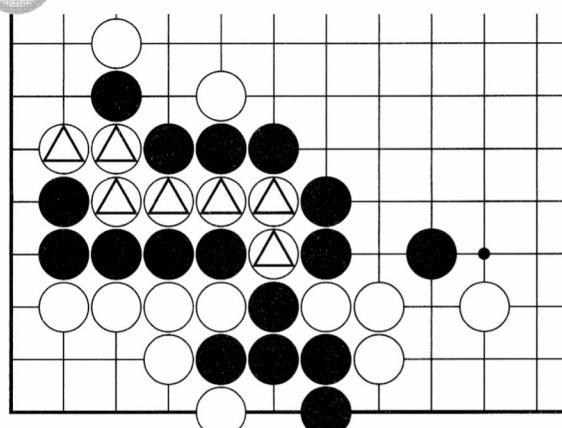
4



5



6



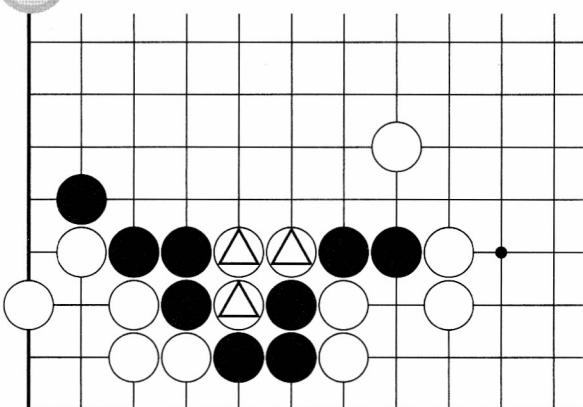
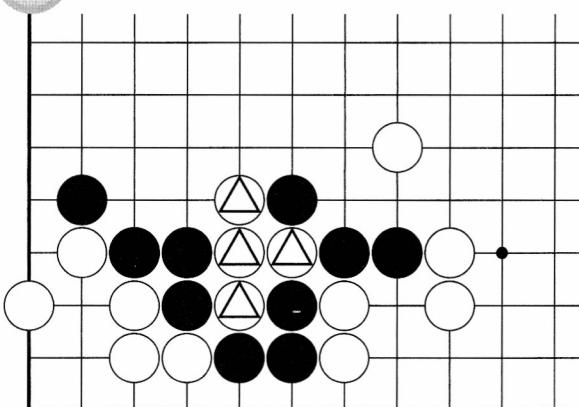
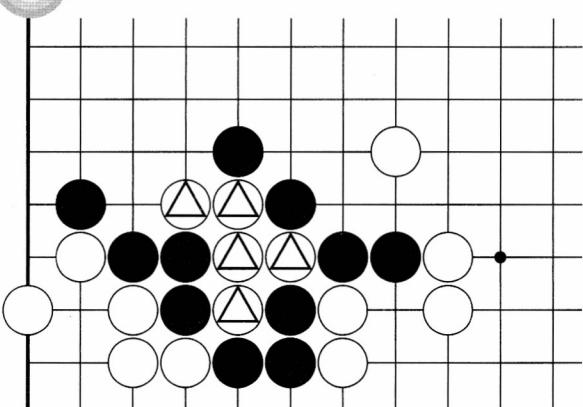
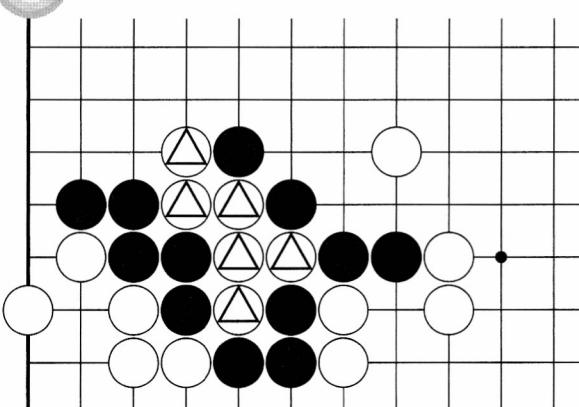
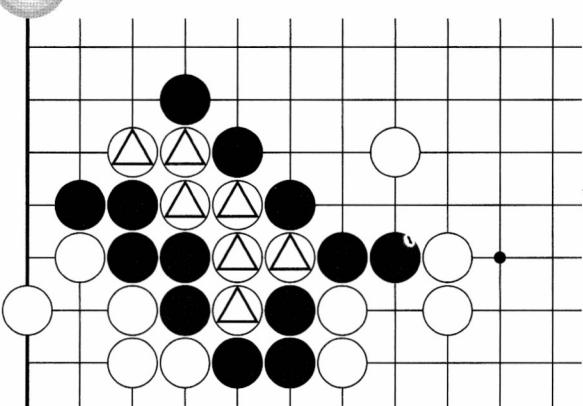
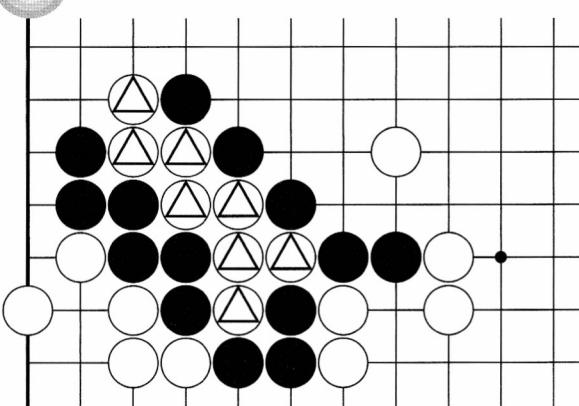
17

Ladder Breaker



Spatial sense

Capture the stones.

7**8****9****10****11****12**

17

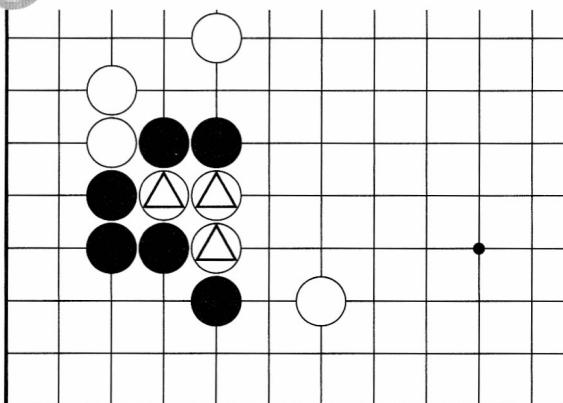
Ladder Breaker



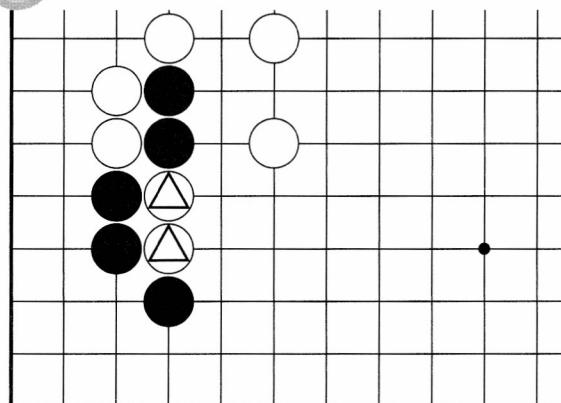
Spatial sense

Capture the stones.

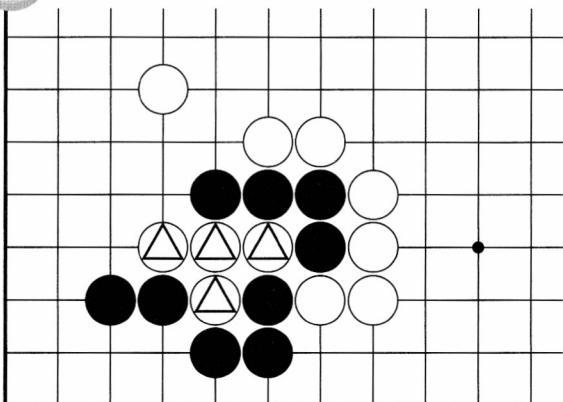
13



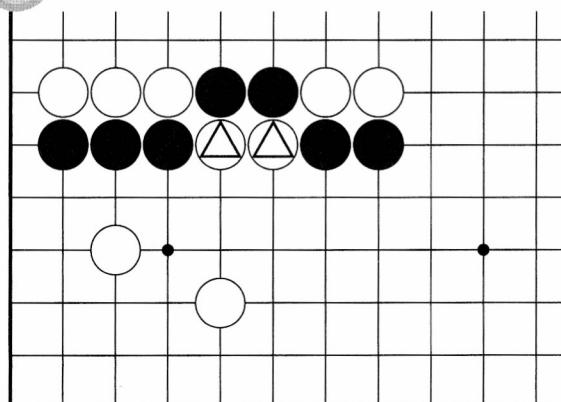
14



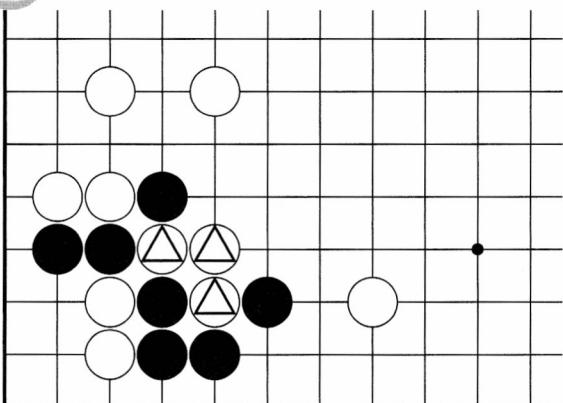
15



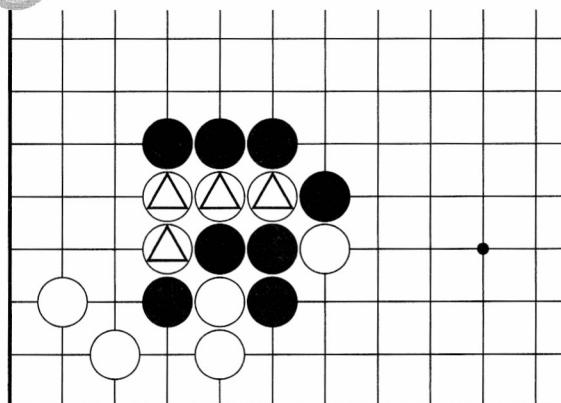
16



17



18



17

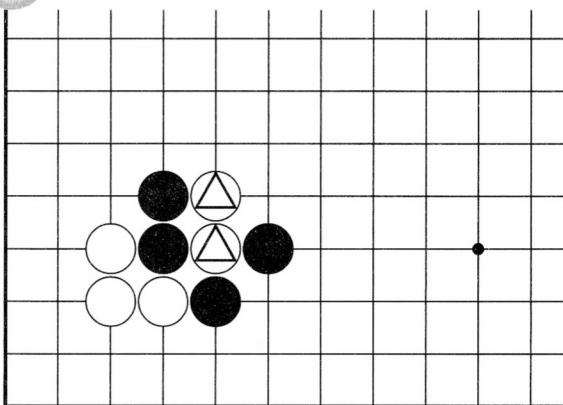
Ladder (Review)



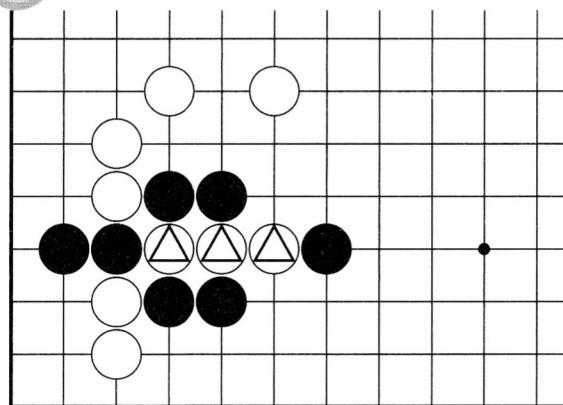
Spatial sense

Capture the stones.

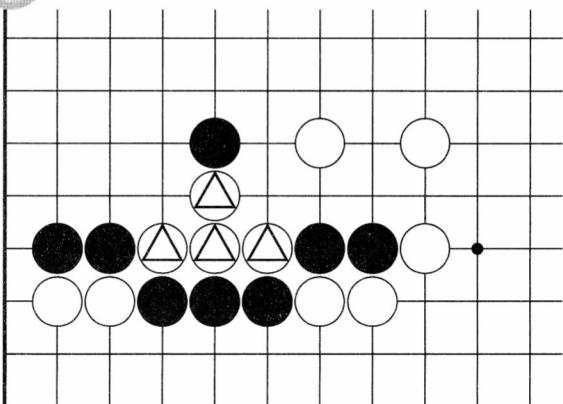
1



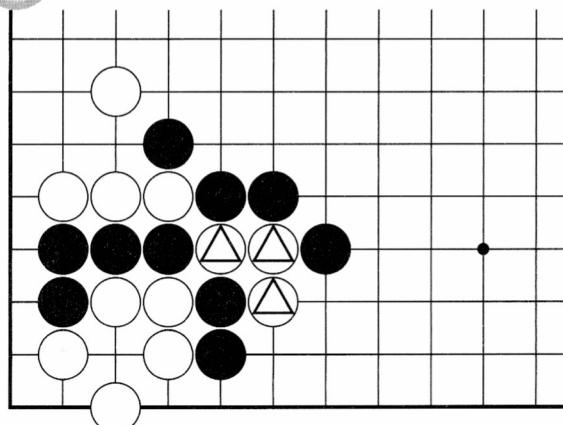
2



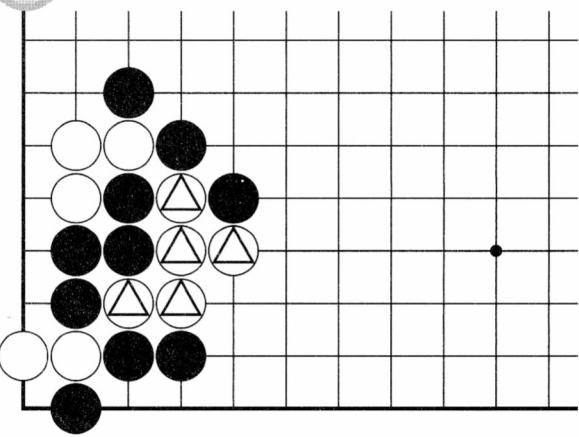
3



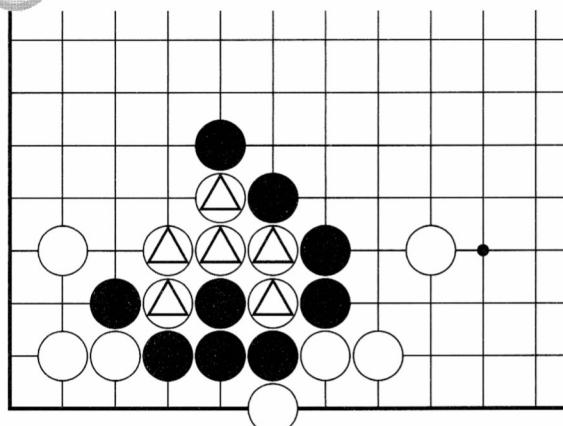
4



5



6



17

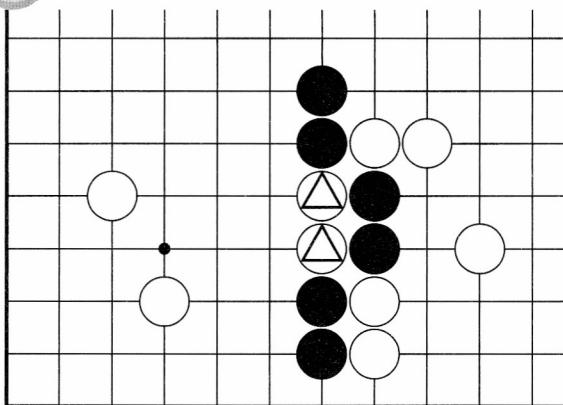
Ladder (Review)



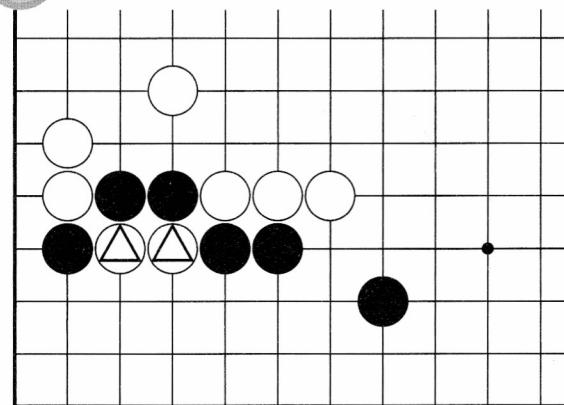
Spatial sense

Capture the stones.

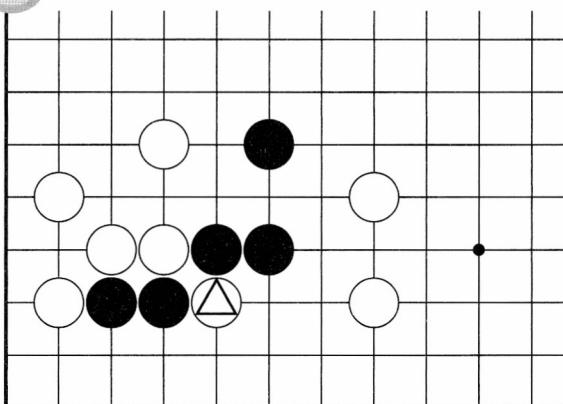
7



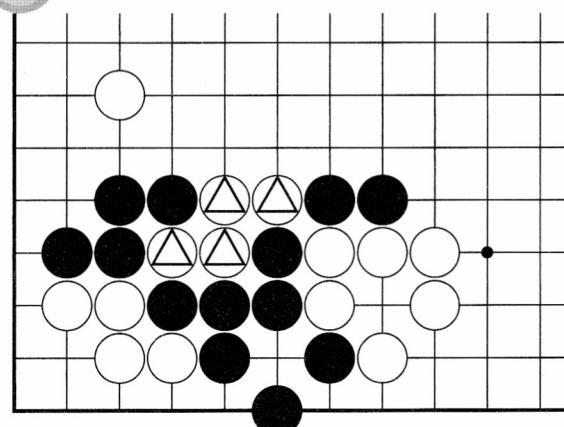
8



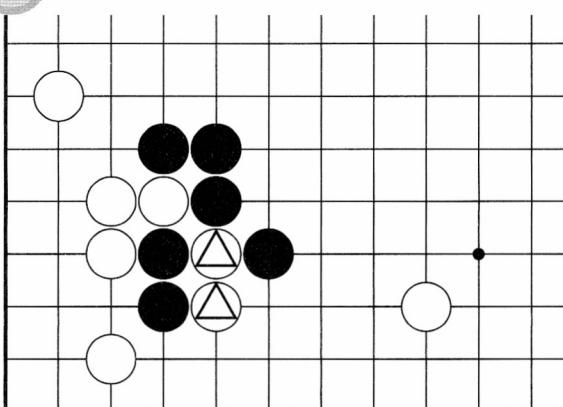
9



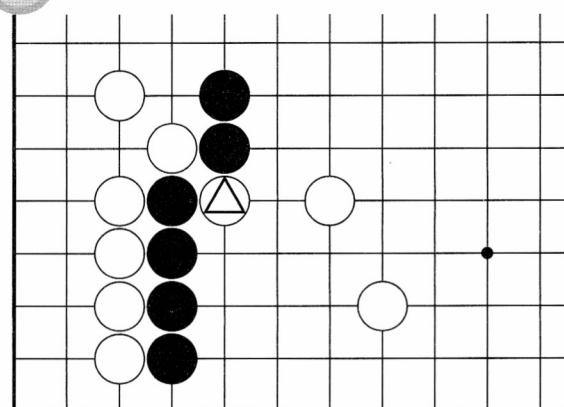
10



11

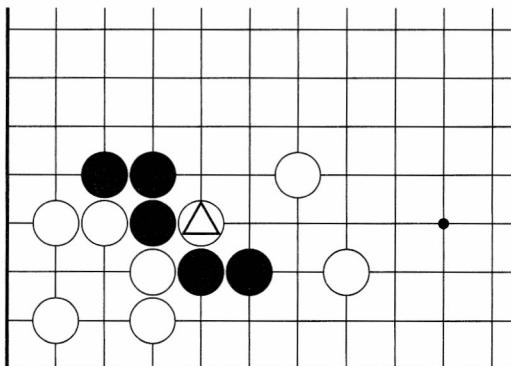


12





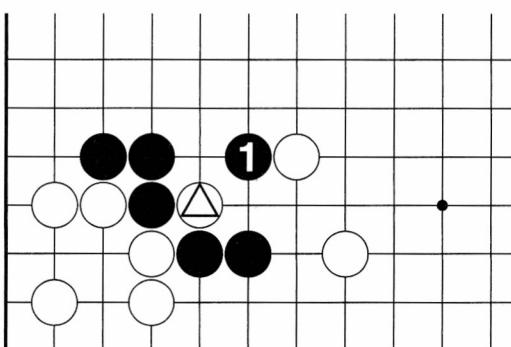
Situation



Try to capture the \triangle stone.



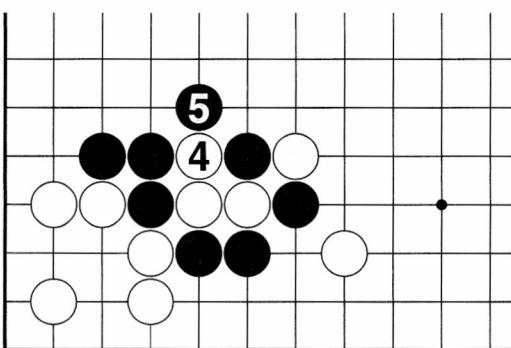
Success 1



Black should capture the \triangle stone in a net.



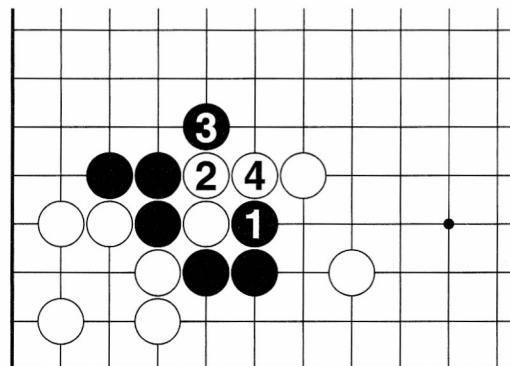
Success 2



Like this, White is captured.



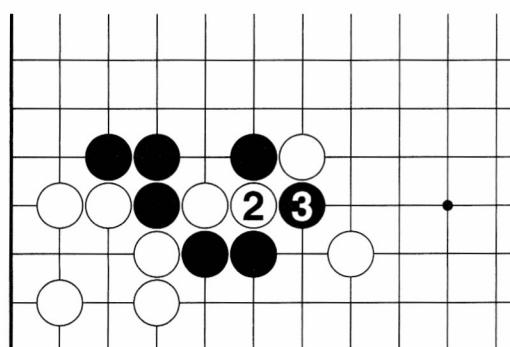
Failure



Don't drive White towards a ladder breaker.



Success 2



Caught like in a fishing net, White is surrounded and can't escape!

[Quiz]

Monk: Emperor! For seven years I have studied and I have invented the net!

Kiring: Oh! What is a net?

Monk: A net is a capturing method,
where you ()

- 1) surround stones.
- 2) repeatedly play atari (dansu).

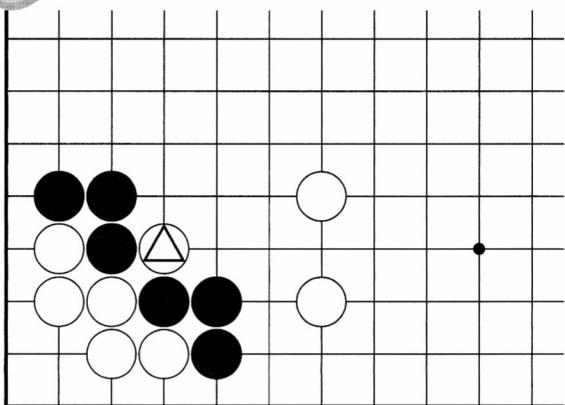
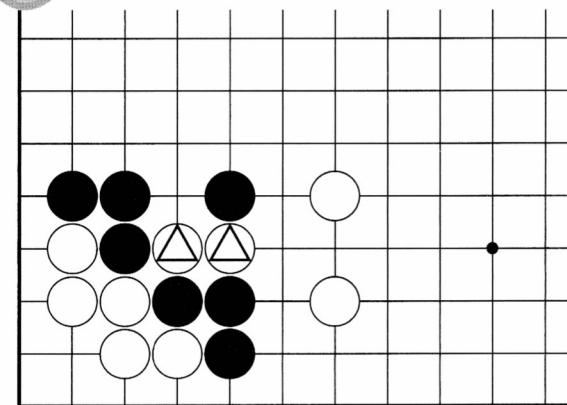
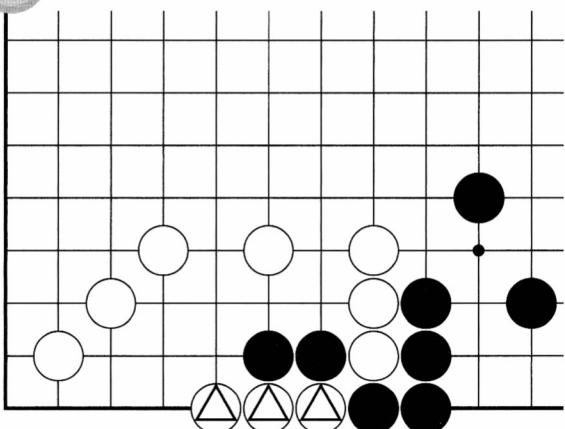
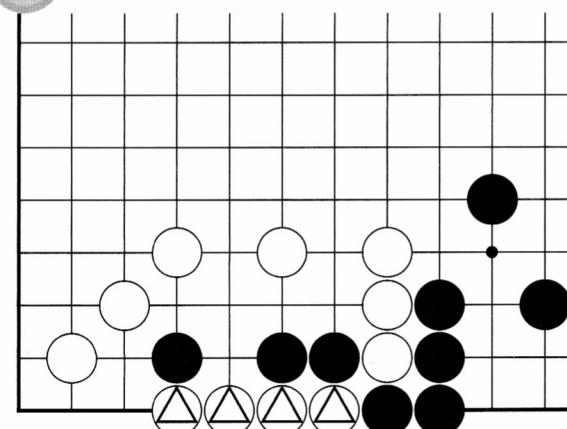
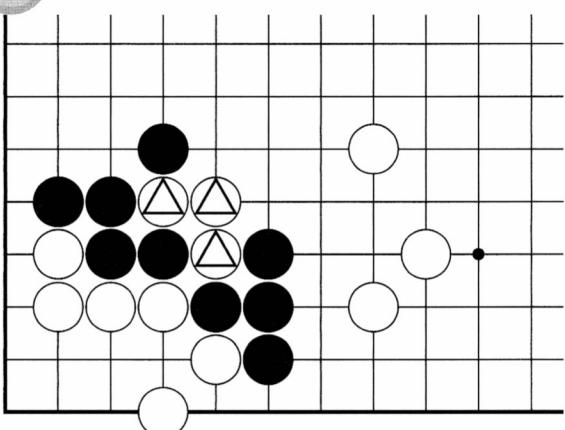
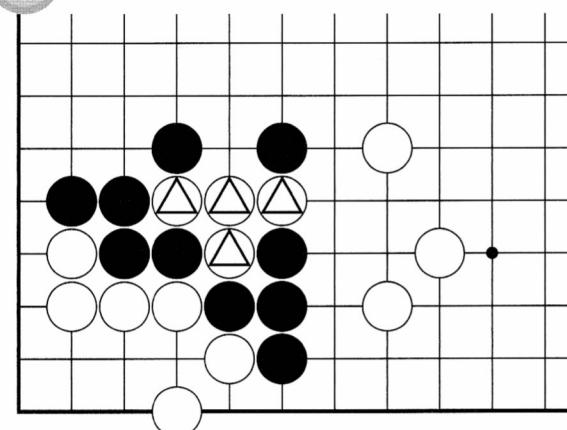
18

Net - 2 Liberties



Spatial sense

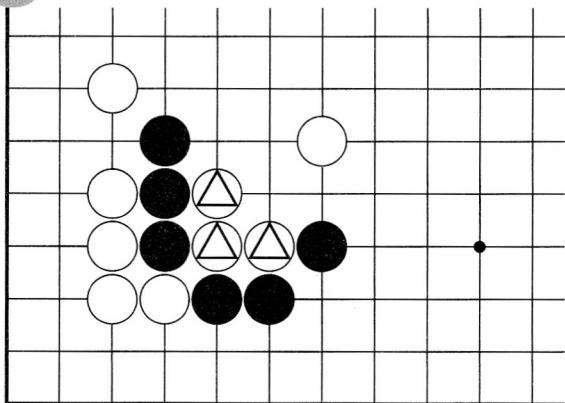
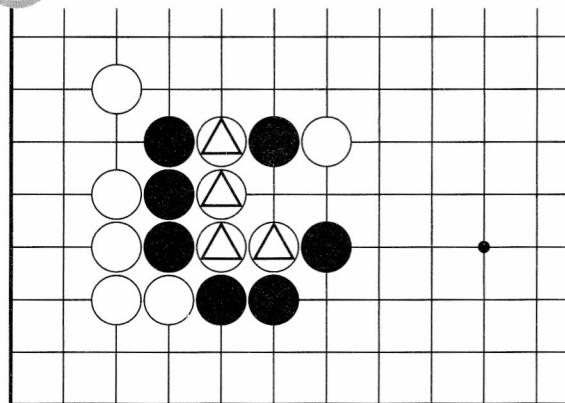
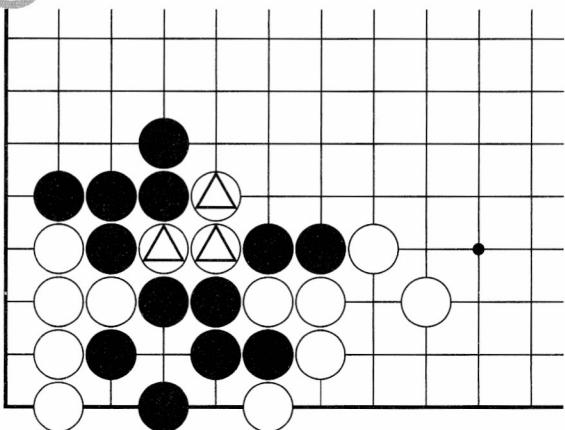
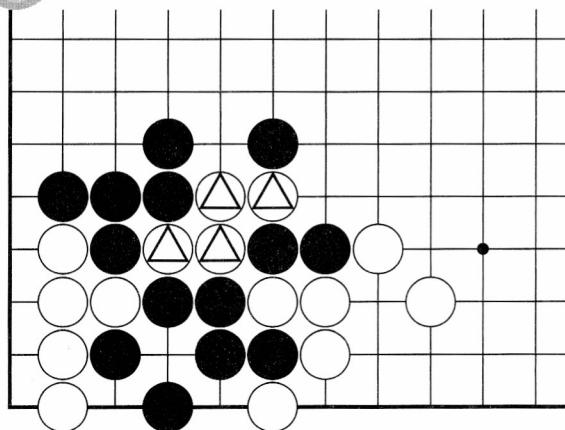
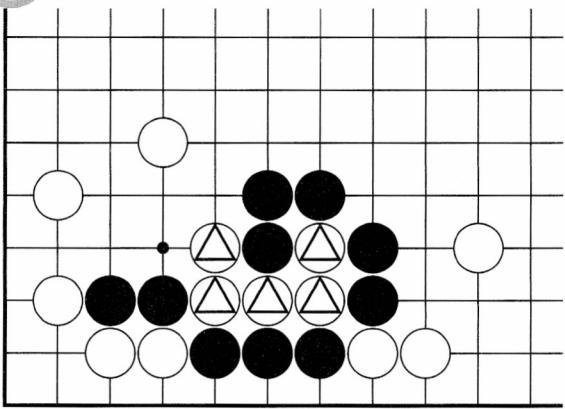
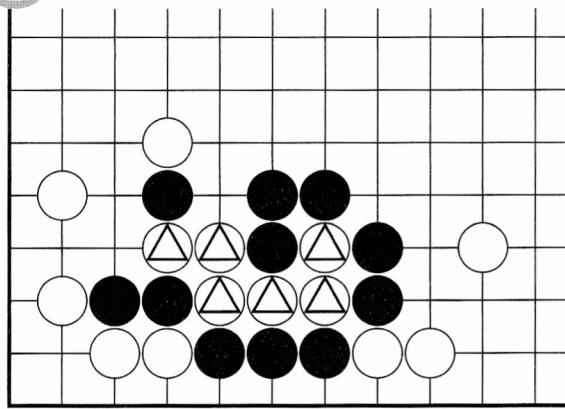
Capture the stones.

1**2****3****4****5****6**

18**Net - 2 Liberties**

Spatial sense

Capture the stones.

7**8****9****10****11****12**

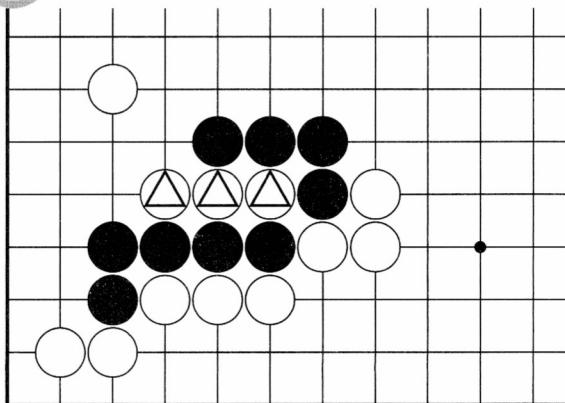
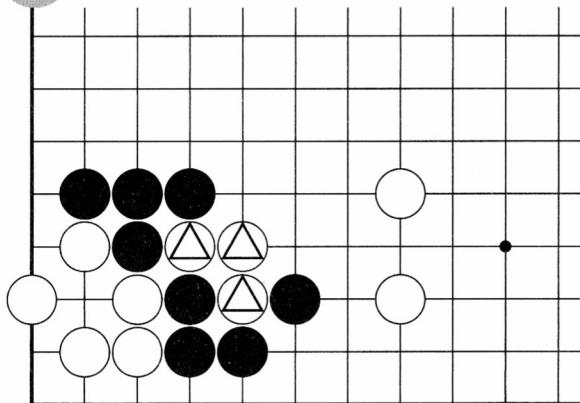
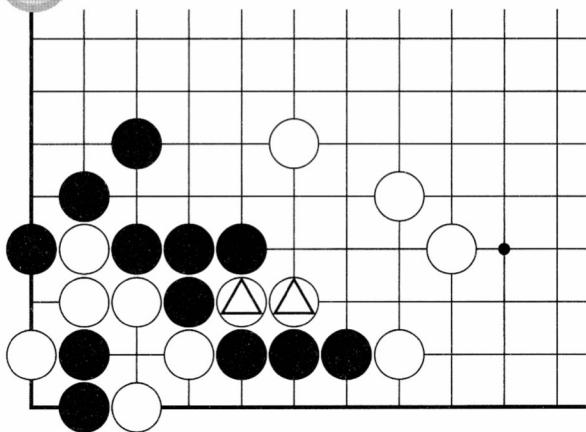
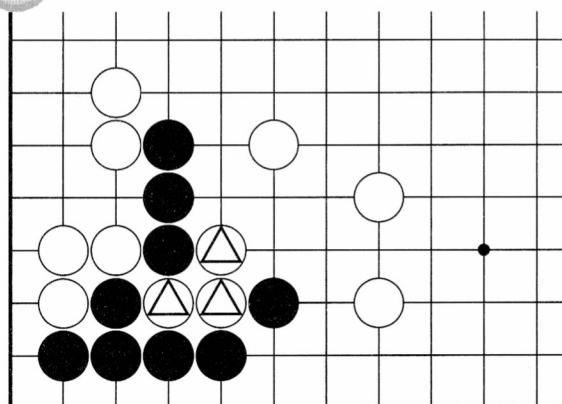
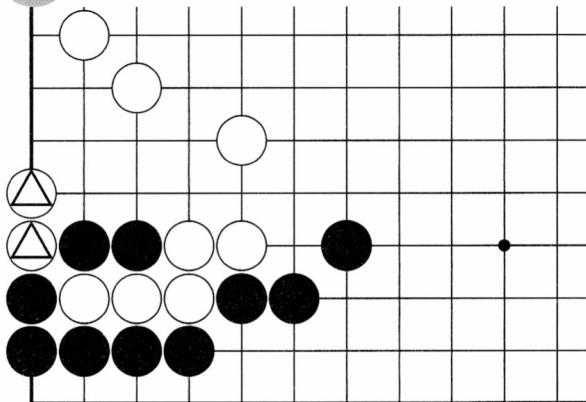
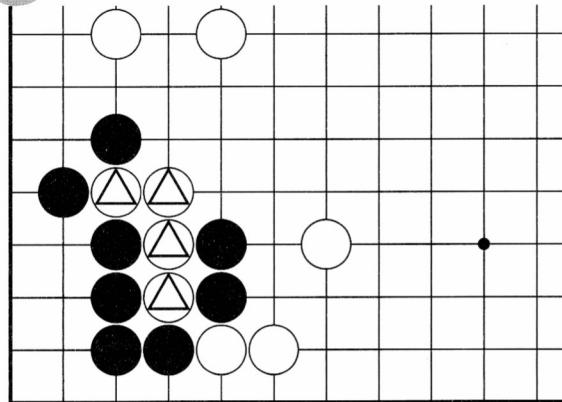
18

Net - 2 Liberties



Spatial sense

Capture the stones.

13**14****15****16****17****18**

18

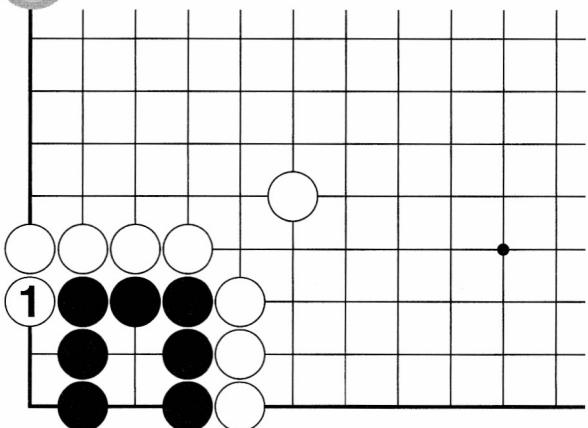
How to Answer



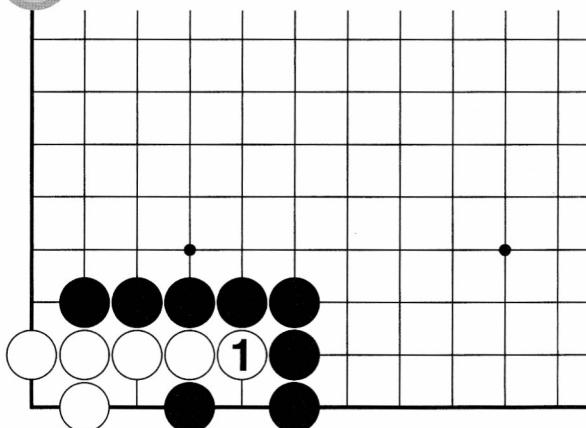
Thinking power

How should Black answer ①?

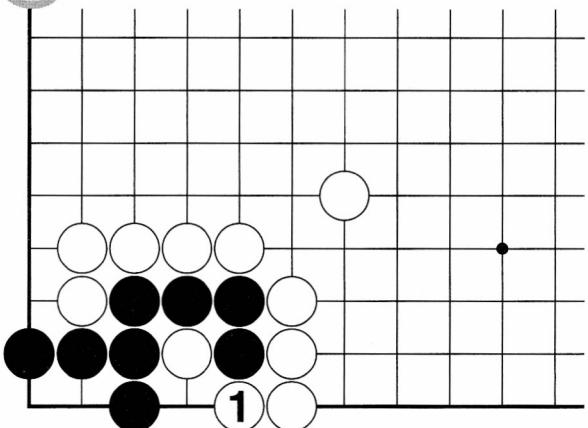
1



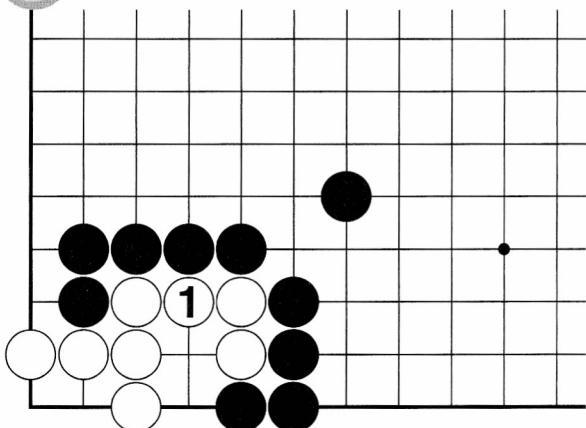
2



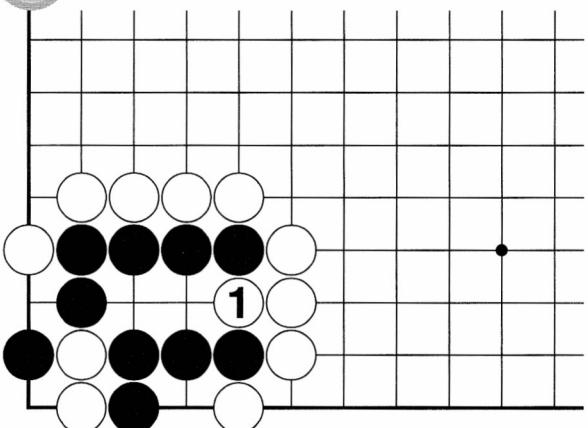
3



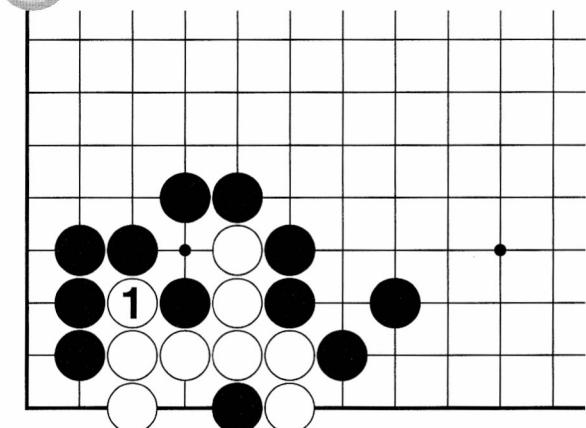
4



5



6



18

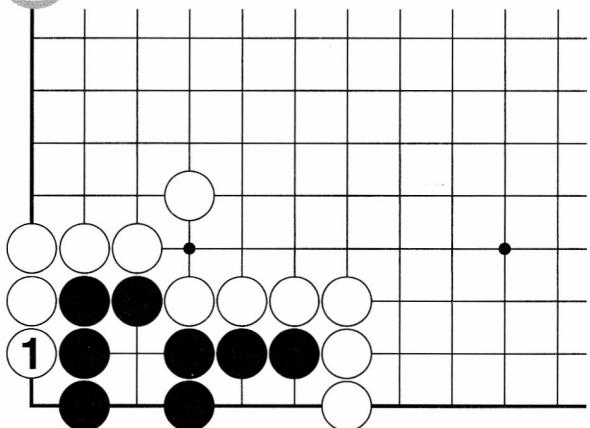
How to Answer



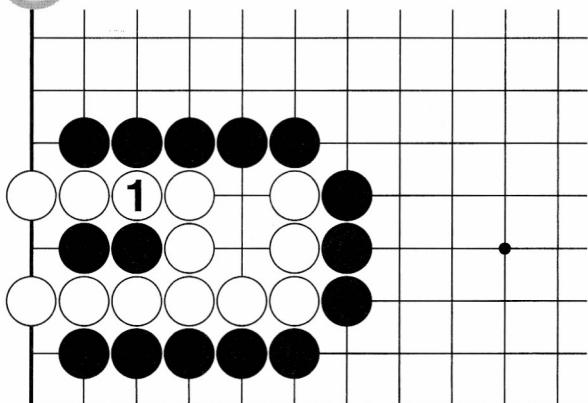
Thinking power

How should Black answer ①?

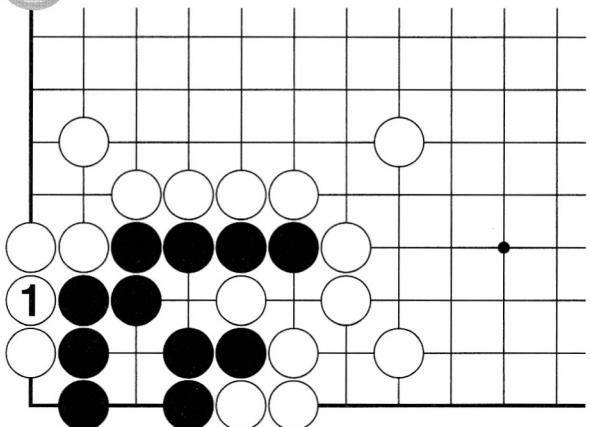
7



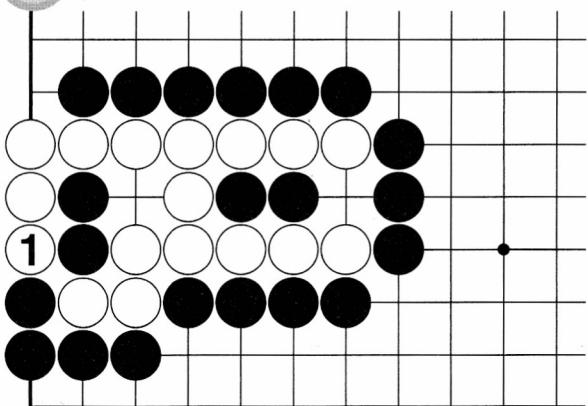
8



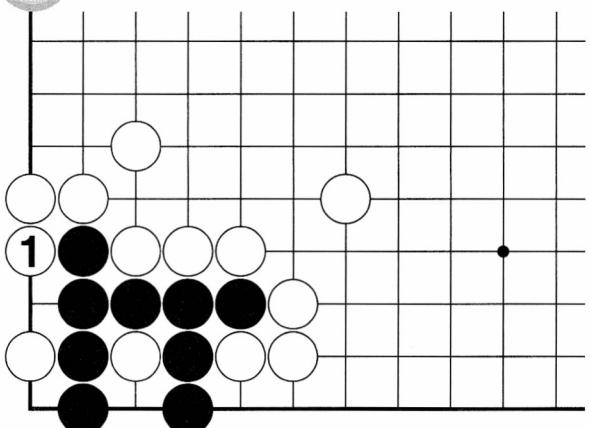
9



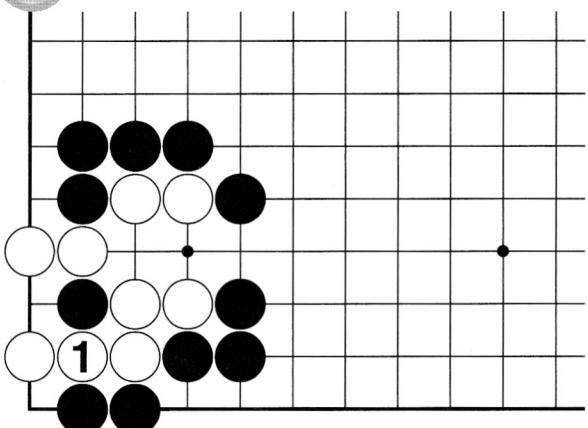
10



11

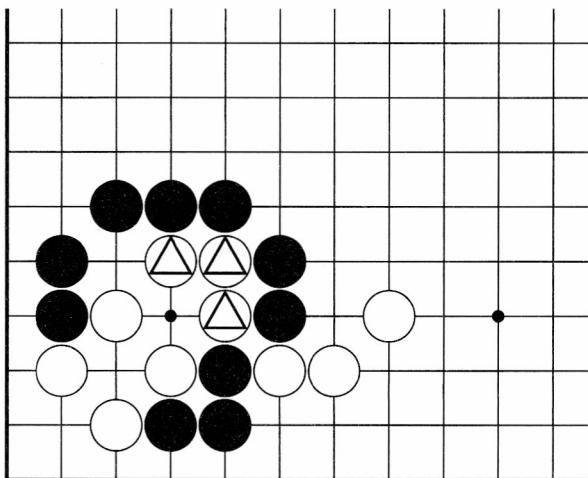


12





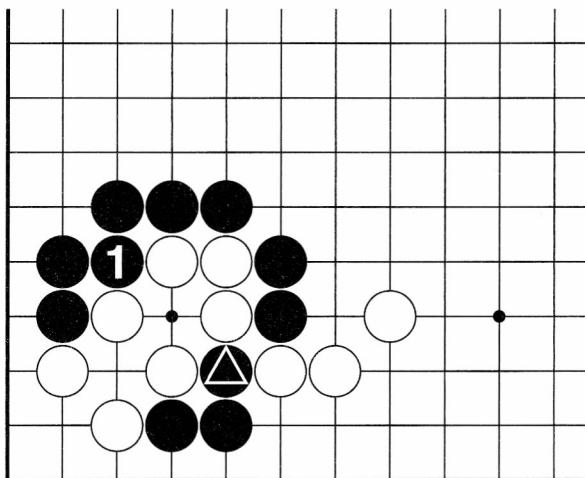
Situation



How can Black capture the \triangle stones?



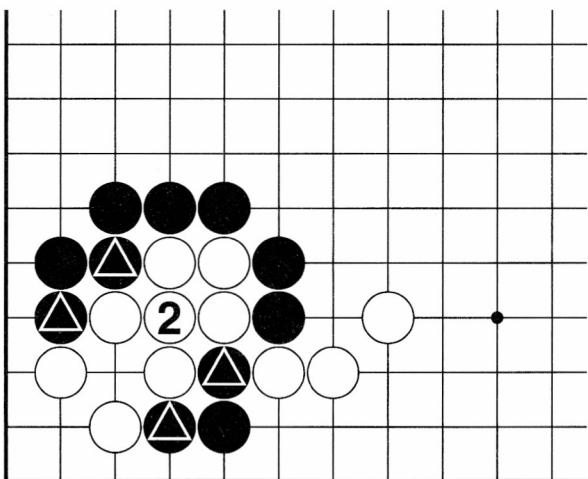
Success 1



Black should play atari (dansu) at the large diagonal vital point.



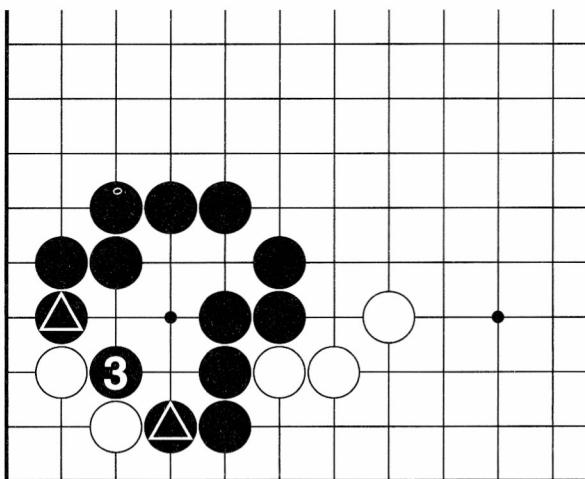
Success 2



Even White connects, White can't gain more liberties.



Success 3



Wow! Thanks to chokchoksu, White is greatly captured.

19

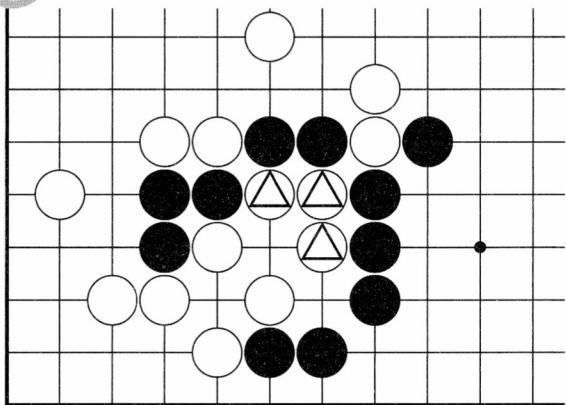
Chokchoksu 1



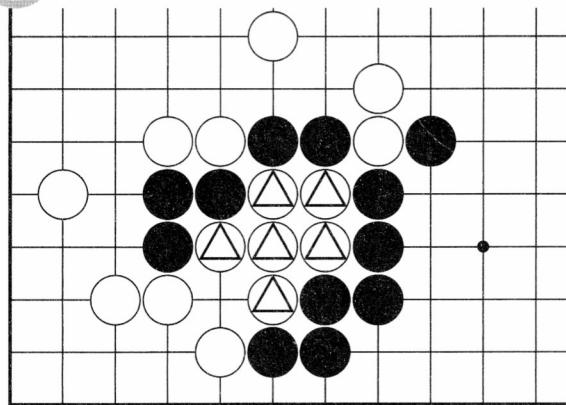
Math
ability

Capture the \triangle stones.

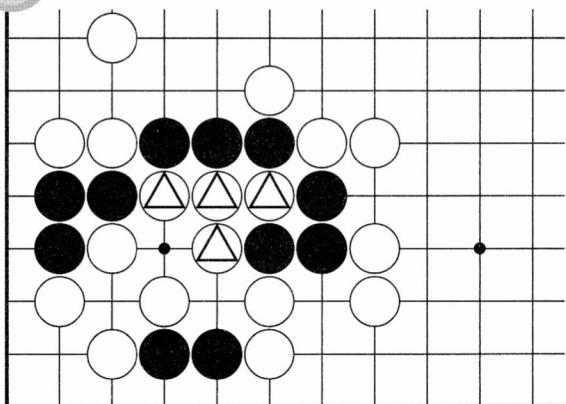
1



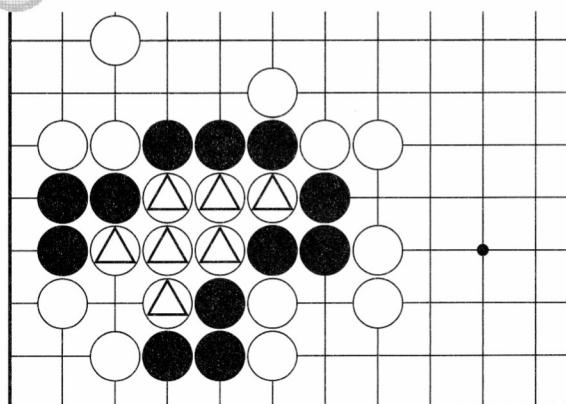
2



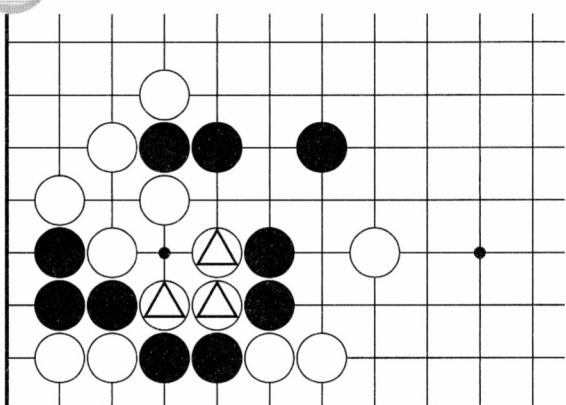
3



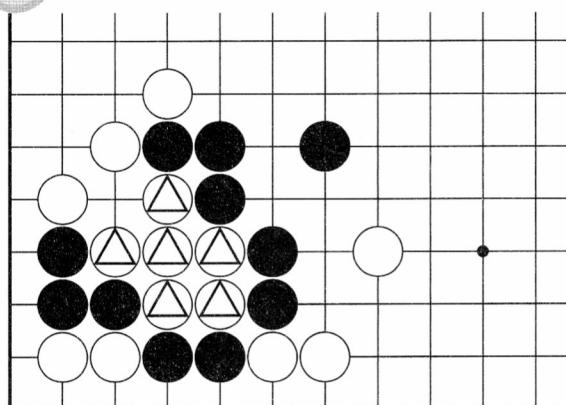
4



5



6

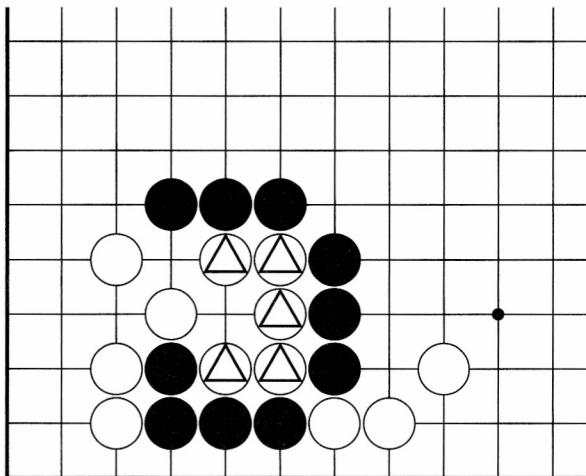


19

Chokchoksu 2



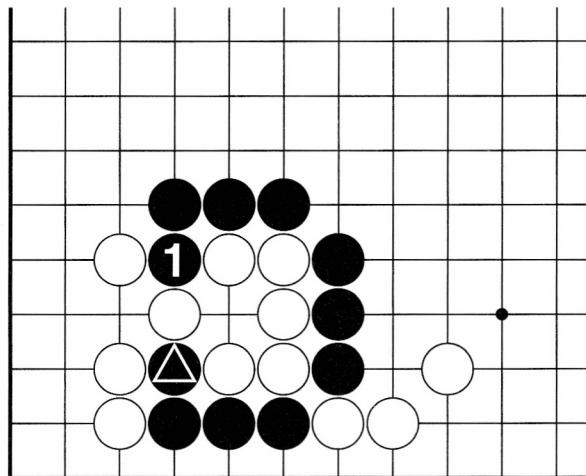
Situation



Try to capture the \triangle stones.



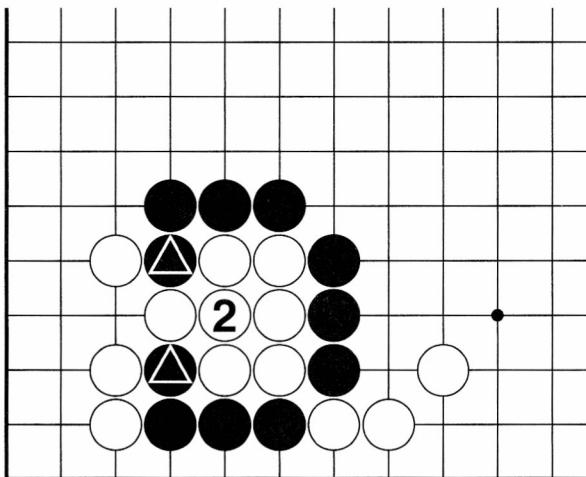
Success 1



Black should play atari (dansu) at the one-point-jump's vital point.



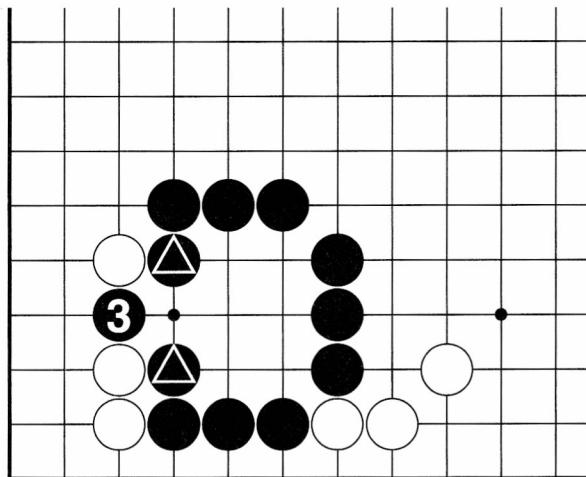
Success 2



Even White connects at 2, White can't increase the liberties.



Success 3



Wow! Thanks to chokchoksu, many white stones get captured.

19

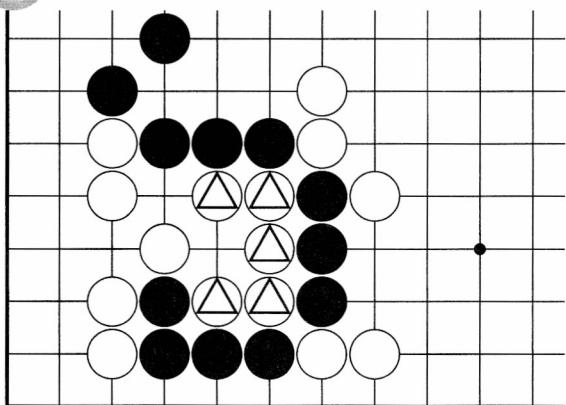
Chokchoksu 2



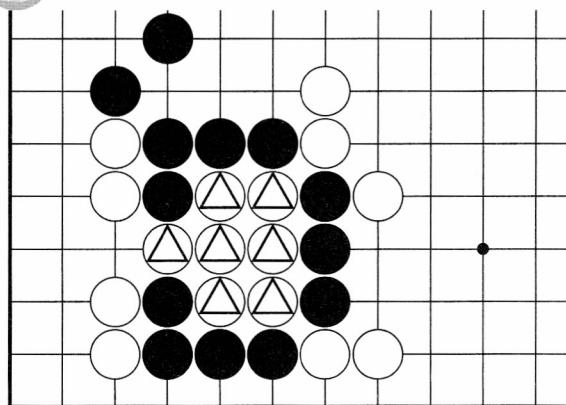
Math
ability

Capture the \triangle stones.

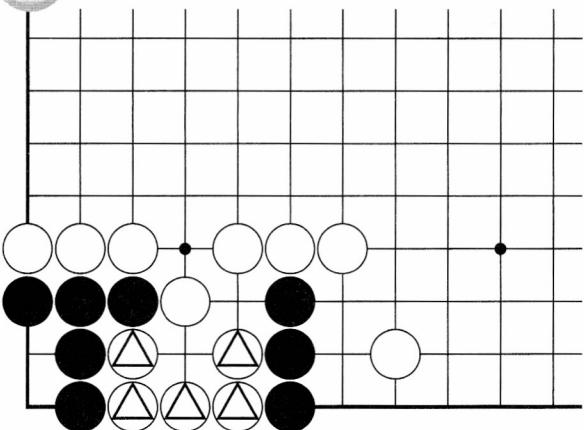
1



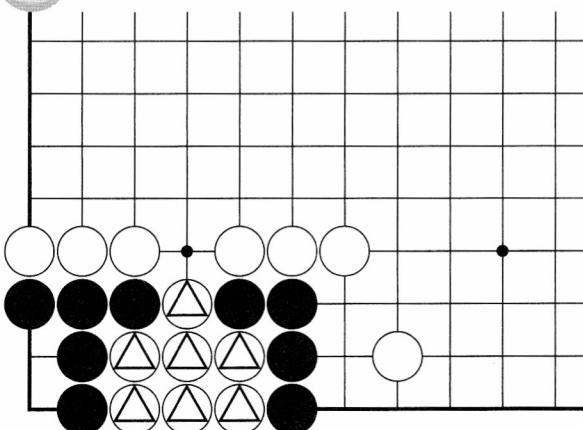
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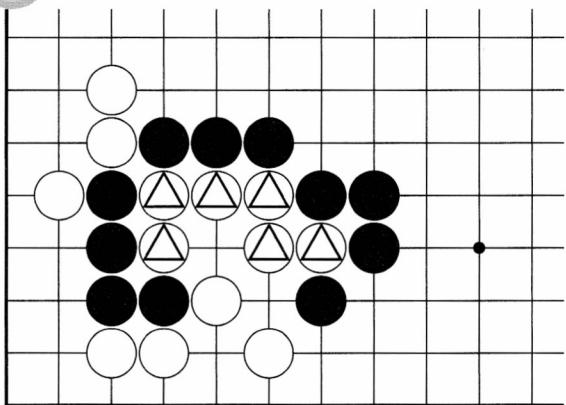
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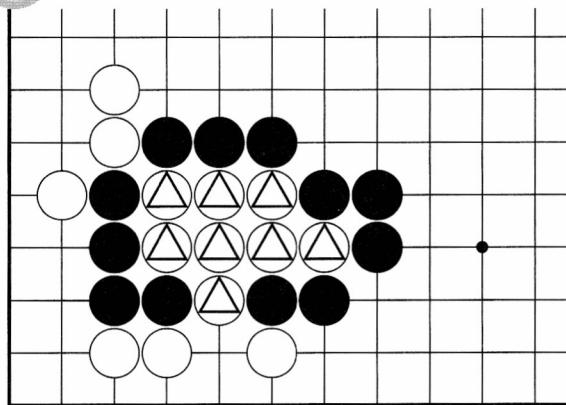
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5

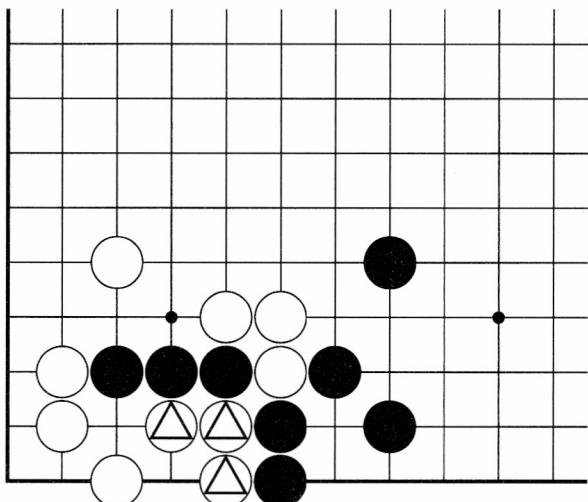


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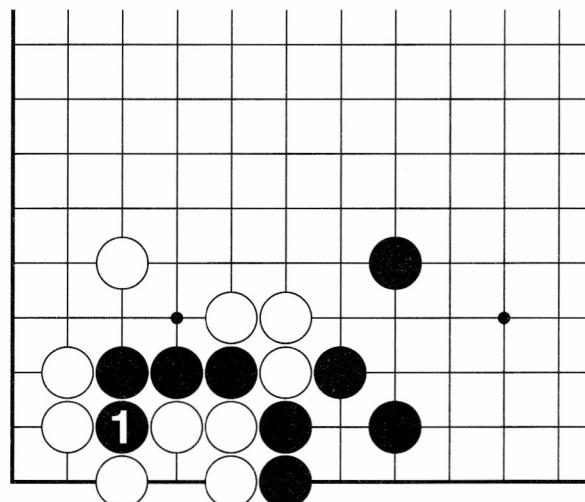
Situation



Black to capture the \triangle stones.



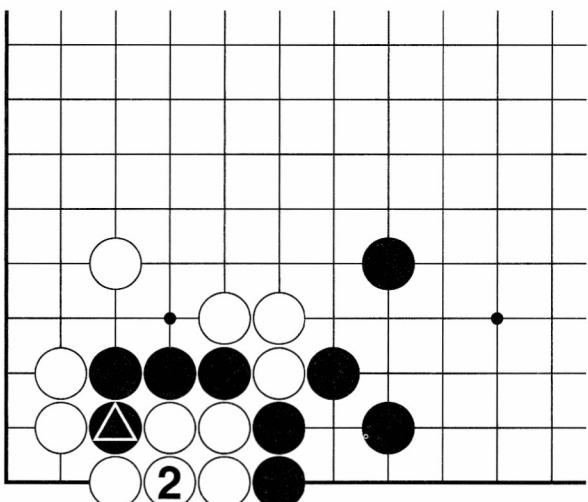
Success 1



Black should play atari (dansu) at the 2nd line's vital point.



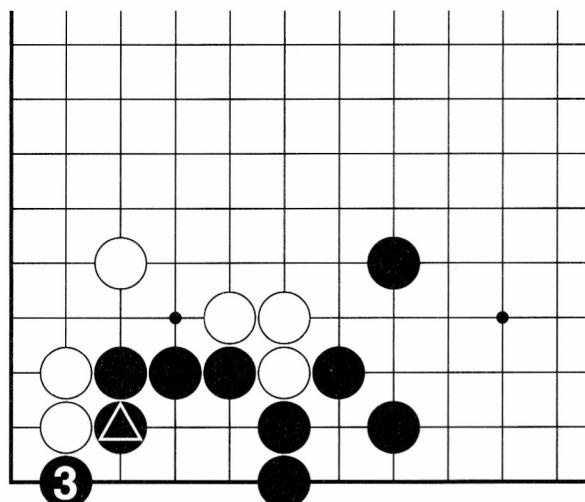
Success 2



Even White connects at 2, White can't gain more liberties.



Success 3



Wow! Thanks to chokchoksu, White is greatly captured.

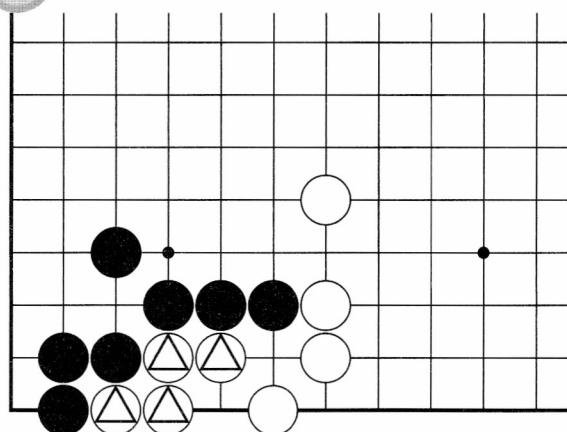
19

Chokchoksu 3

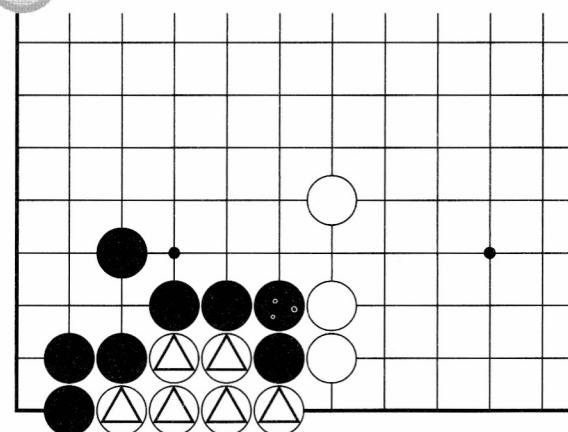


Capture the \triangle stones.

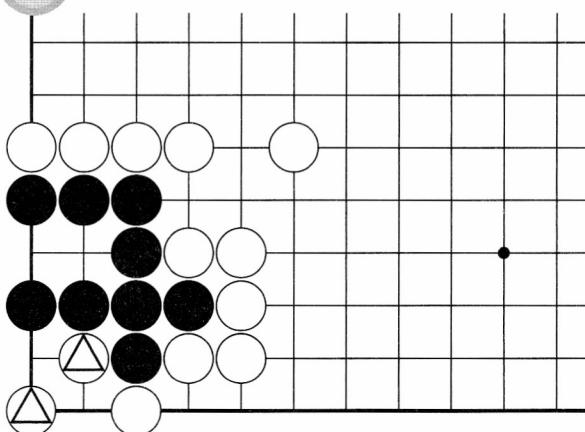
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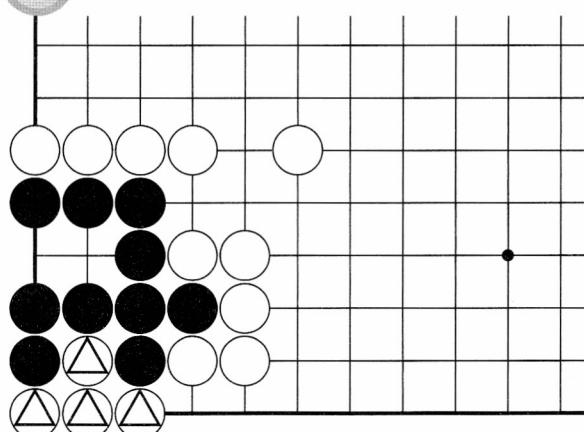
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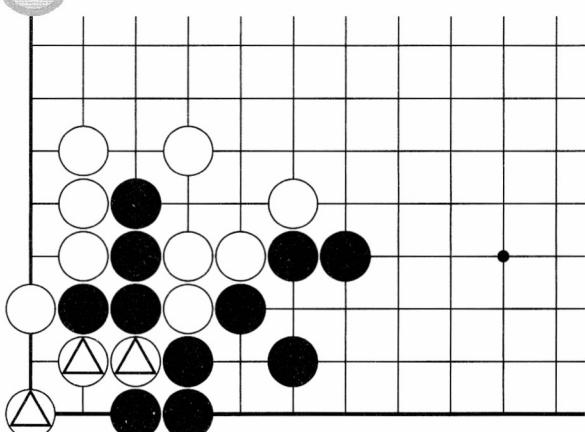
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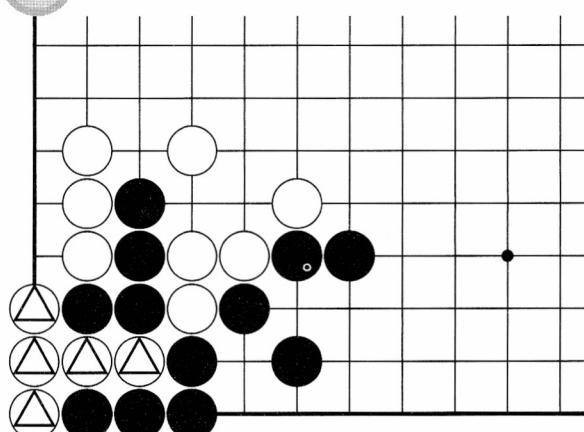
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5



6



19

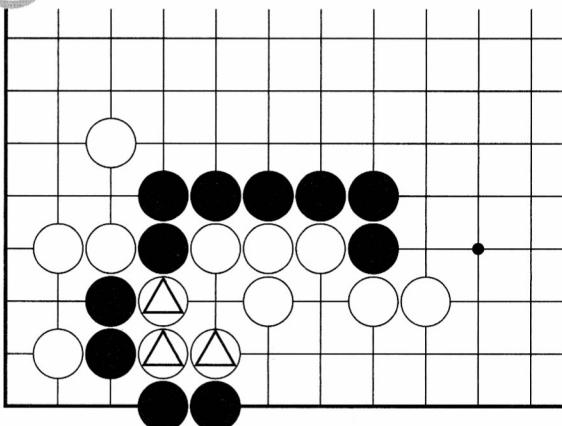
Chokchoksu (Review)



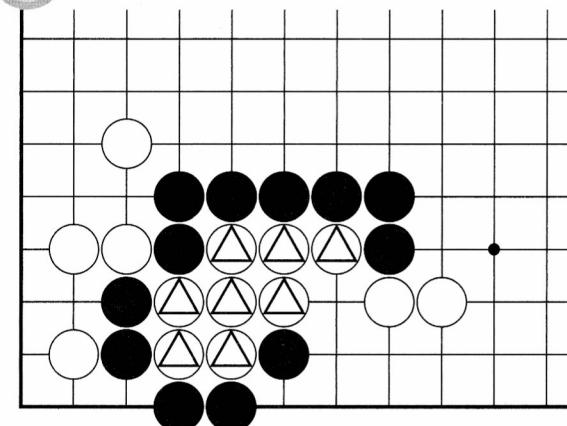
Math
ability

Capture the stones.

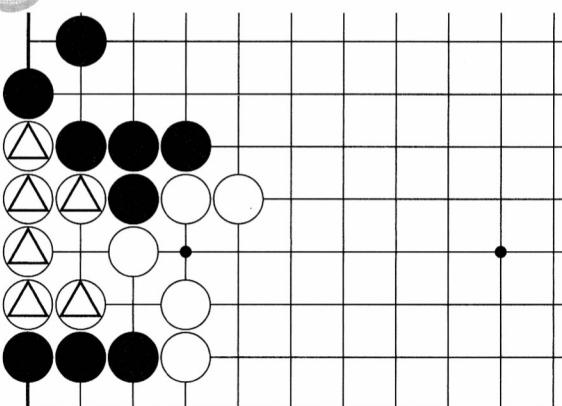
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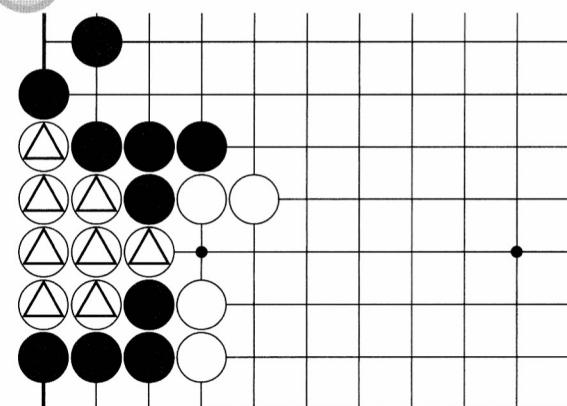
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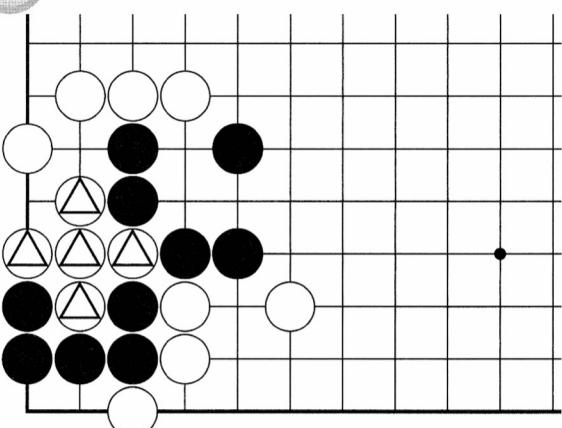
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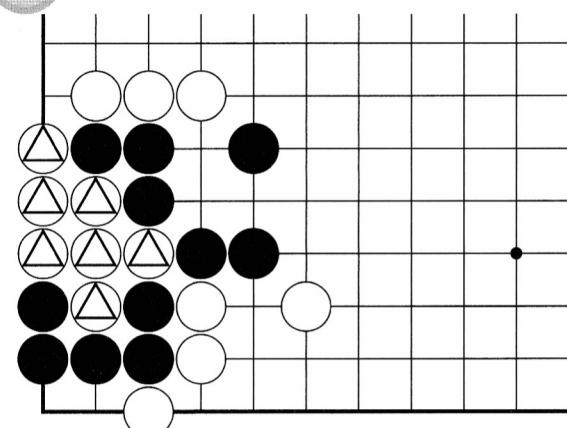
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5



6

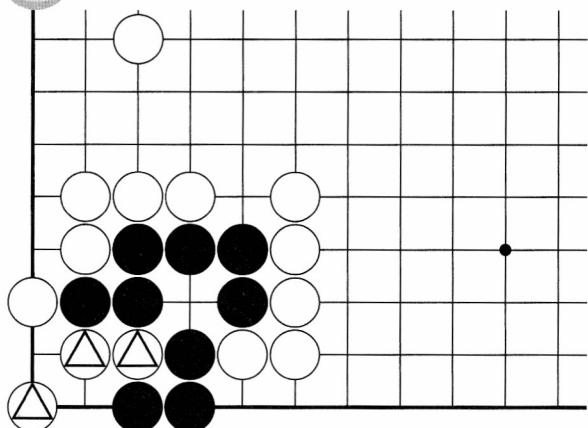
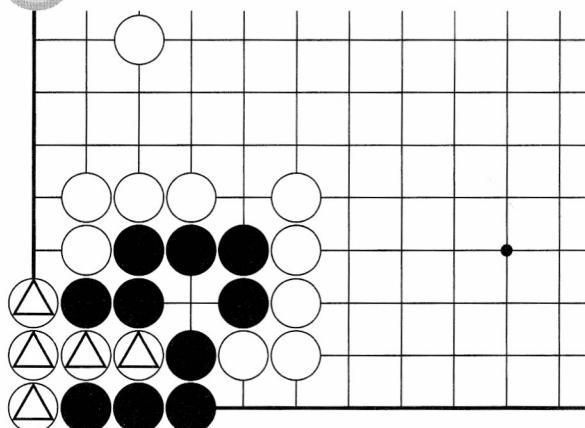
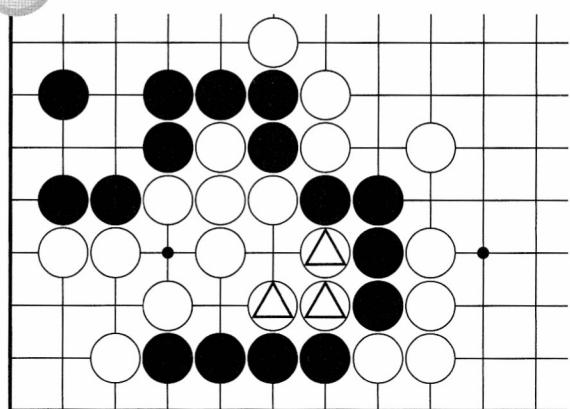
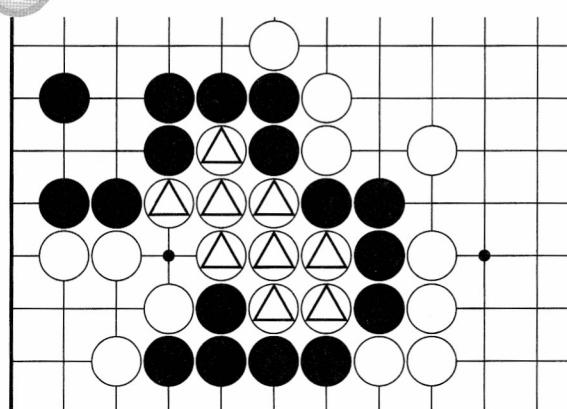
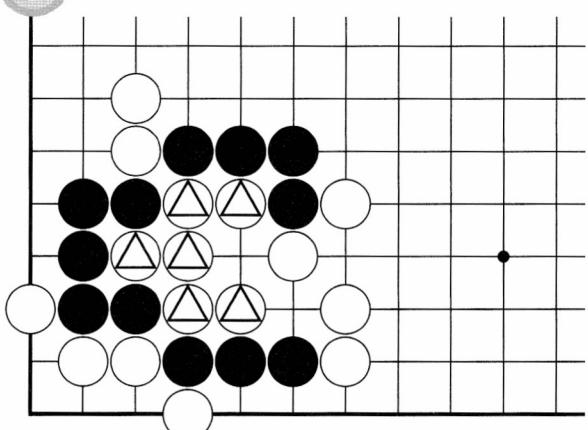
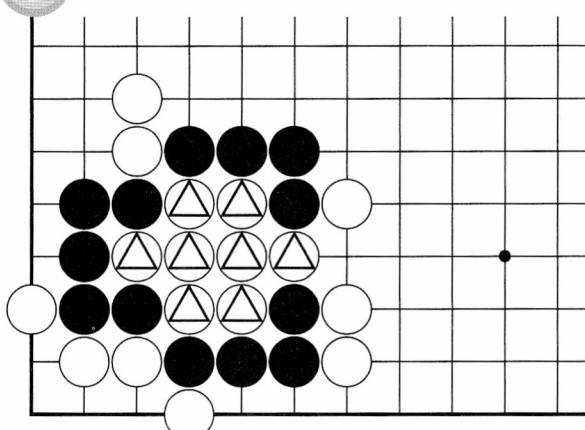


19

Chokchoksu (Review)

Math
ability

Capture the stones.

7**8****9****10****11****12**

19

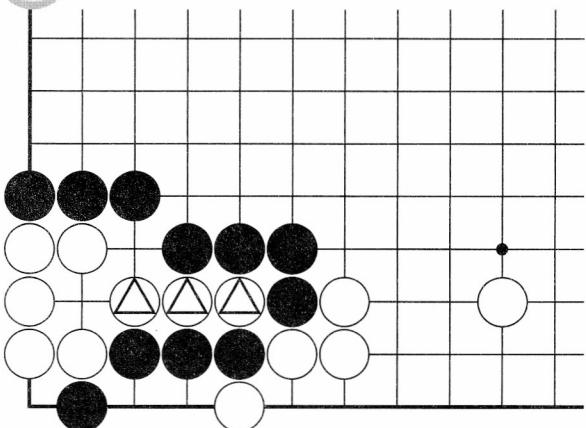
Chokchoksu (Review)



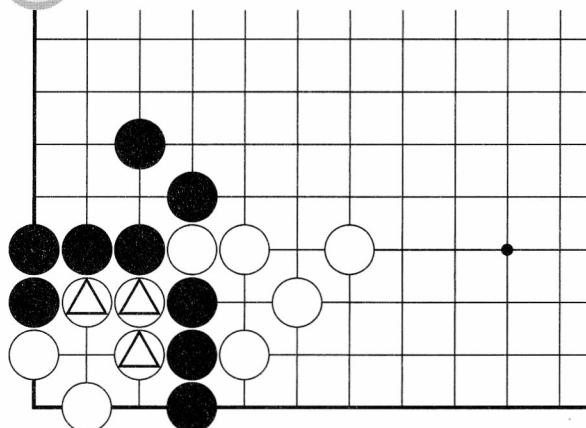
Math
ability

Capture the \triangle stones.

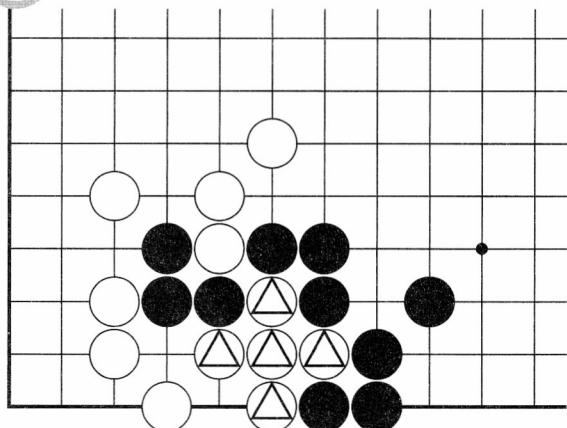
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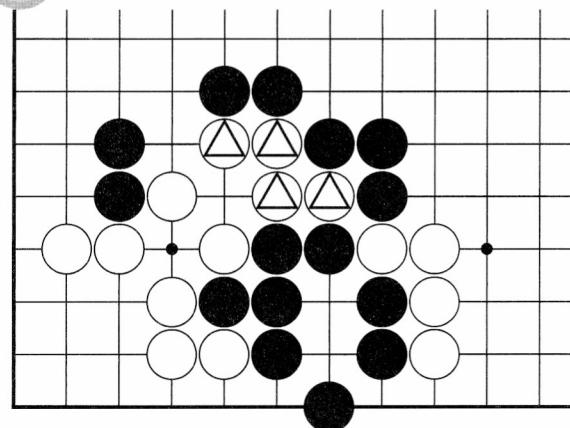
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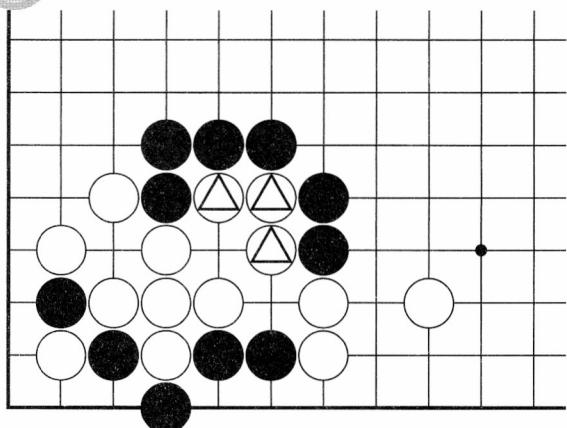
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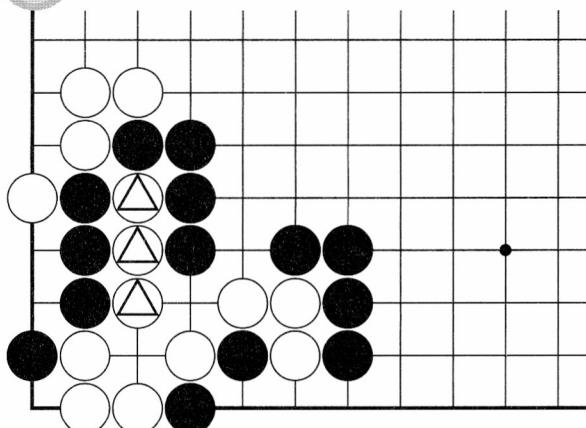
16



17



18



19

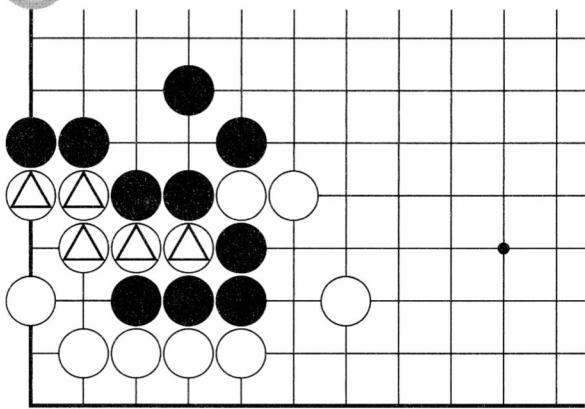
Chokchoksu (Review)



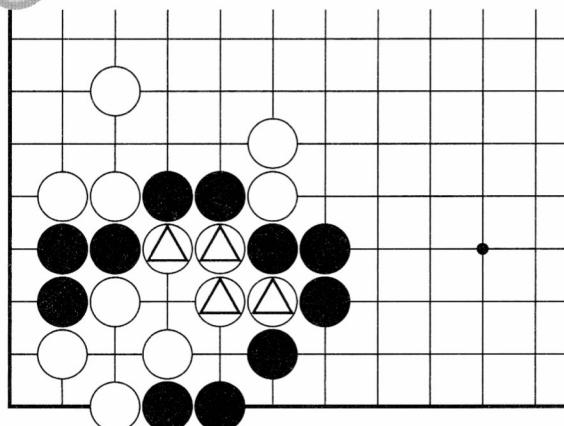
Math
ability

Capture the stones.

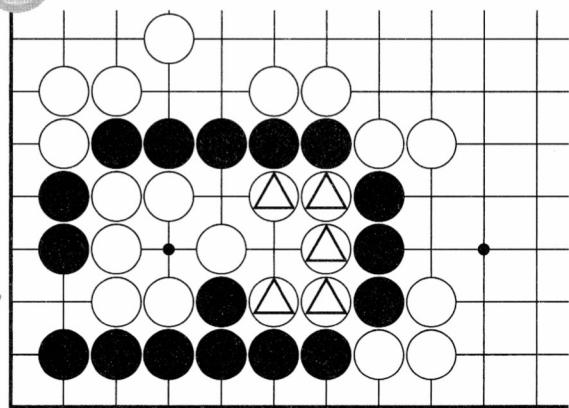
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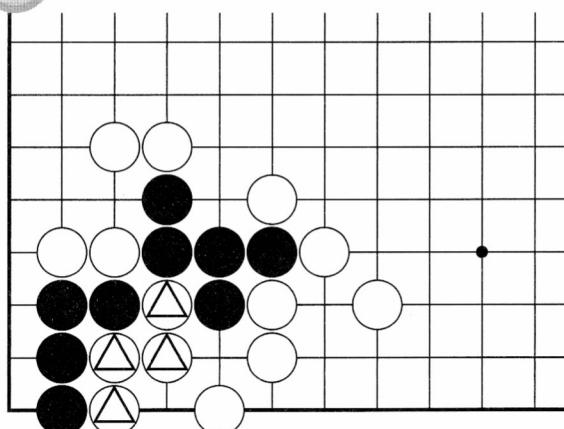
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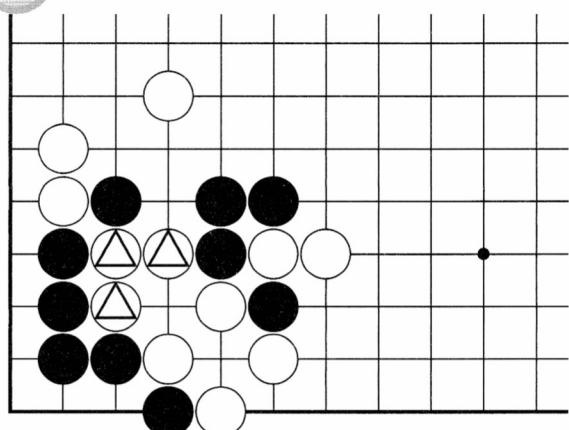
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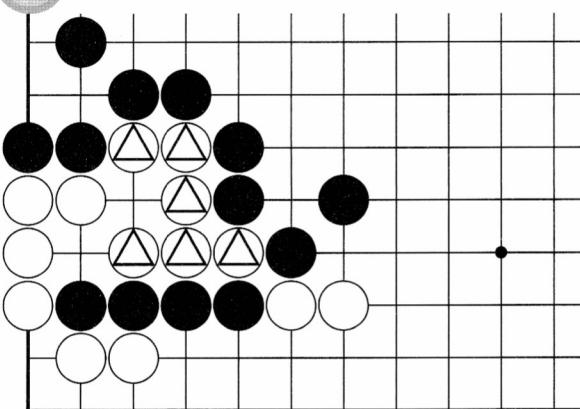
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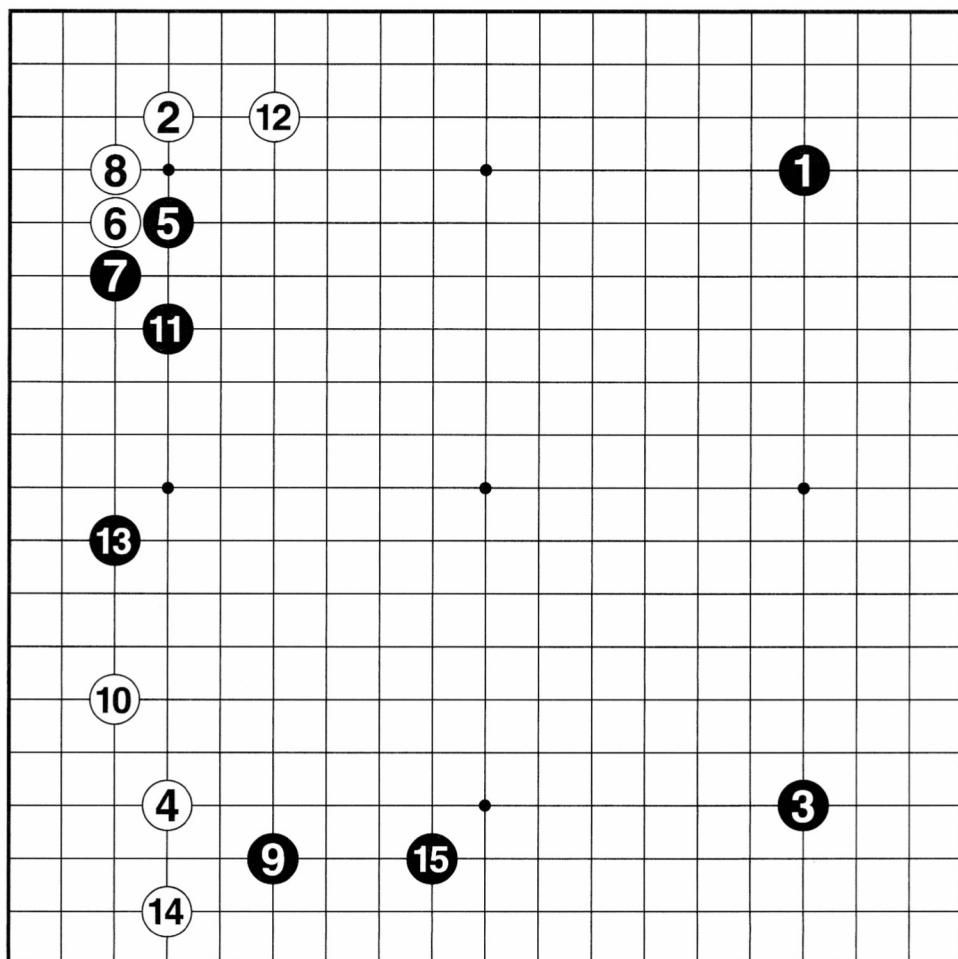
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24

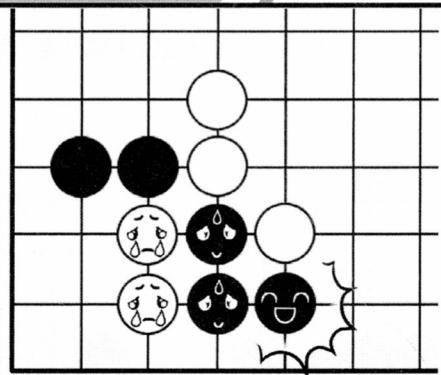
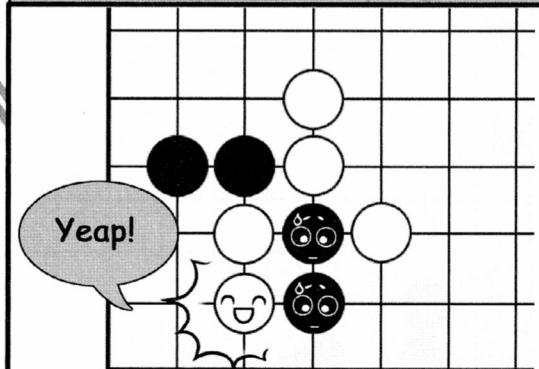


Here is another professional opening. First, put the stones on the board while reading the text, and then repeat.



- | | |
|----------------------------|------------------------|
| ① Star Point | ② 3-4 Point |
| ③ 2-Star-Formation | ④ Star Point |
| ⑤ High One-Space-Approach | ⑥ Knight's Attachment |
| ⑦ Hane (Bend) | ⑧ Stretch |
| ⑨ Knight's Approach | ⑩ Knight's Answer Move |
| ⑪ Tiger's Mouth Connection | ⑫ One-Space-Extension |
| ⑬ 3-Space-Extension | ⑭ 1-Space-Jump-Defense |
| ⑮ 2-Space-Extension | |

How to answer



You should try to find out why your opponent has played there!

20

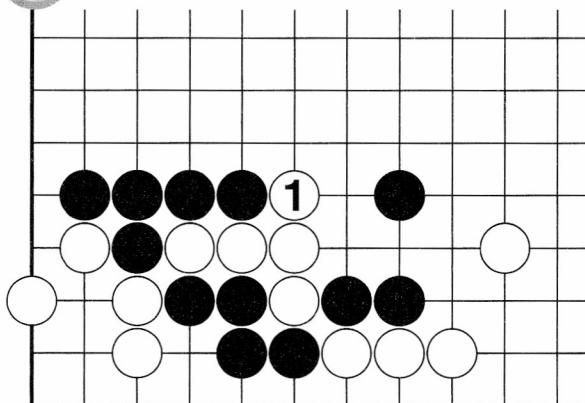
How to Answer



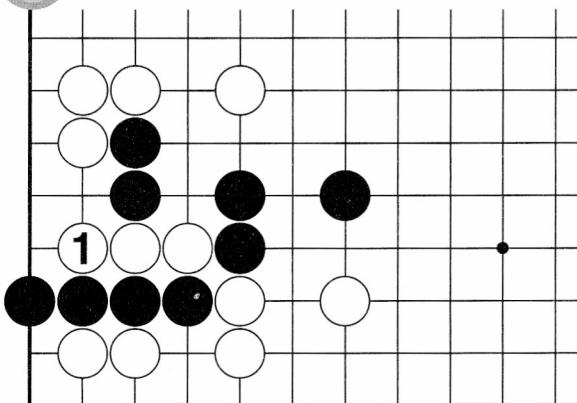
Judgment
ability

How should Black respond to ①?

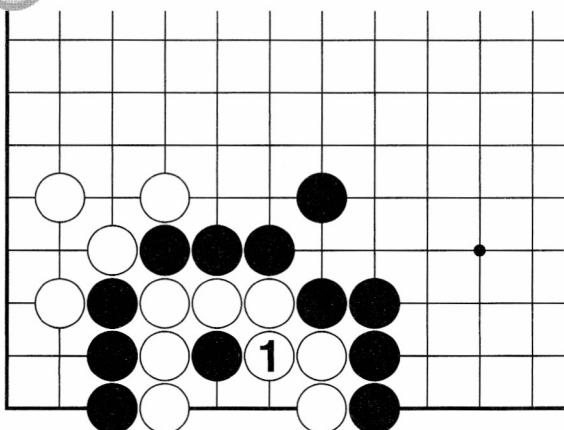
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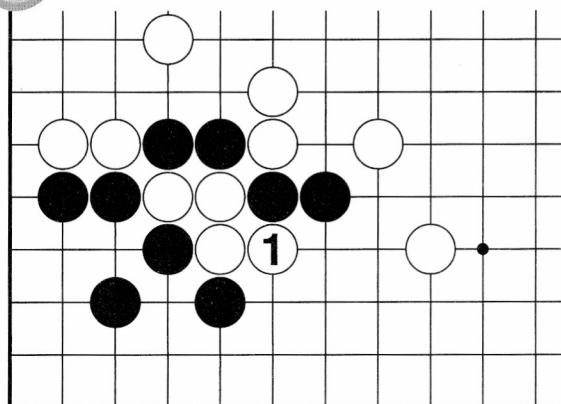
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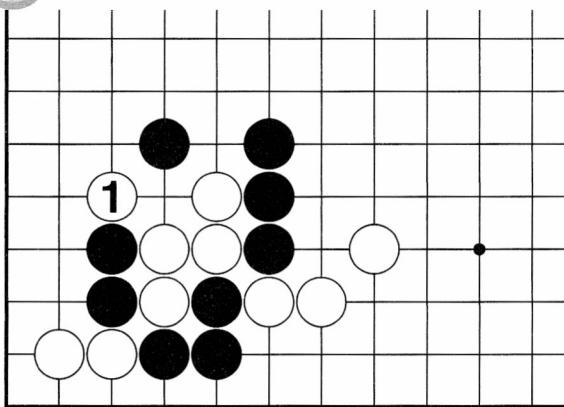
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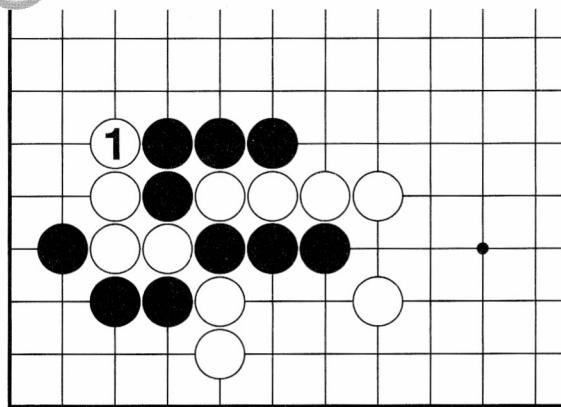
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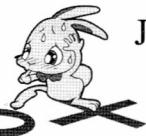


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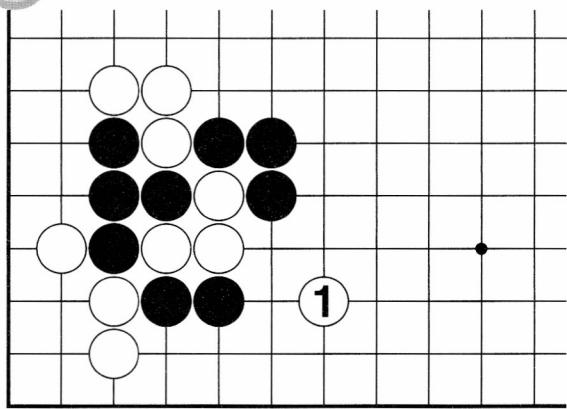
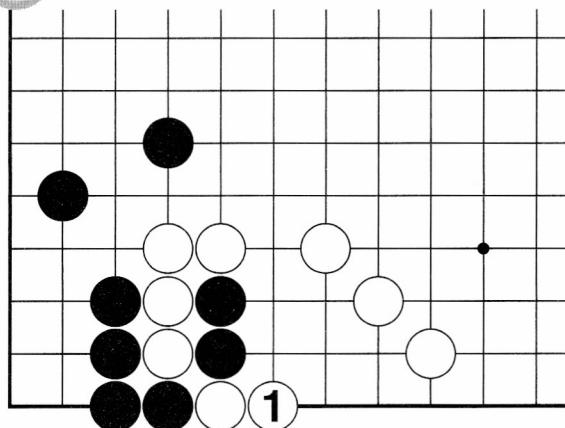
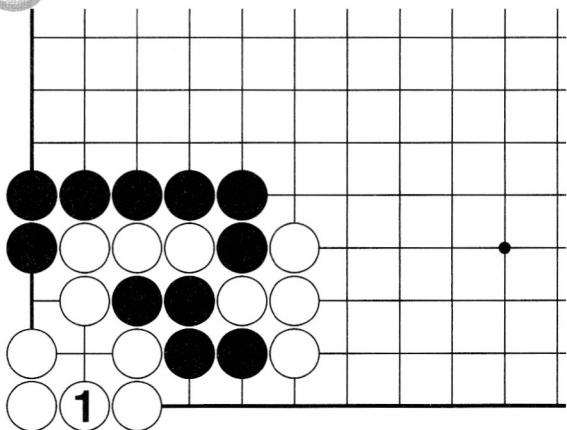
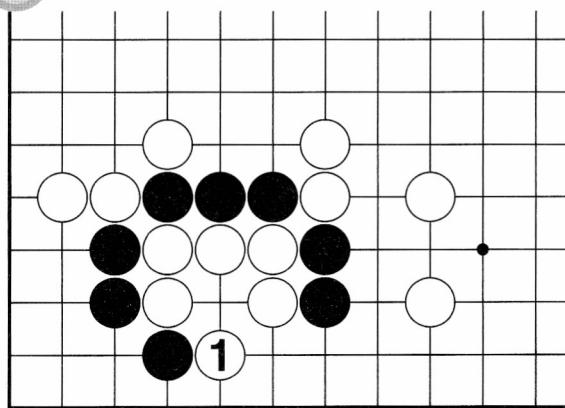
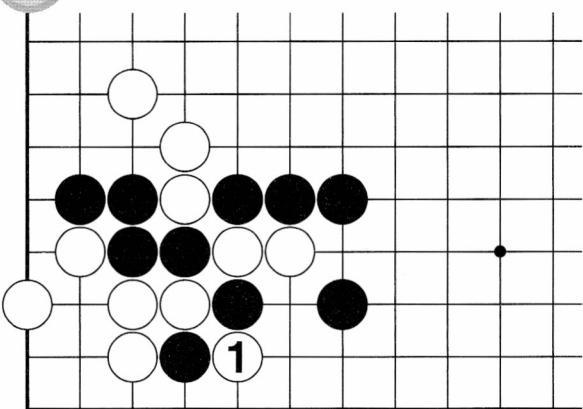
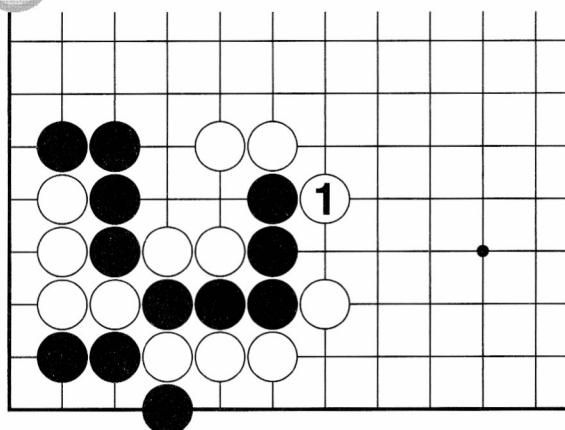


20

How to Answer

Judgment
ability

How should Black respond to ①?

7**8****9****10****11****12**

20

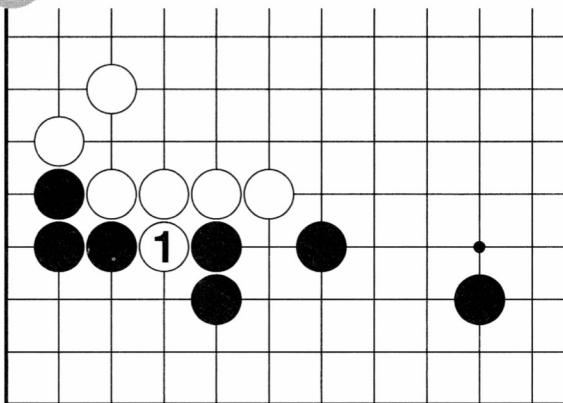
How to Answer



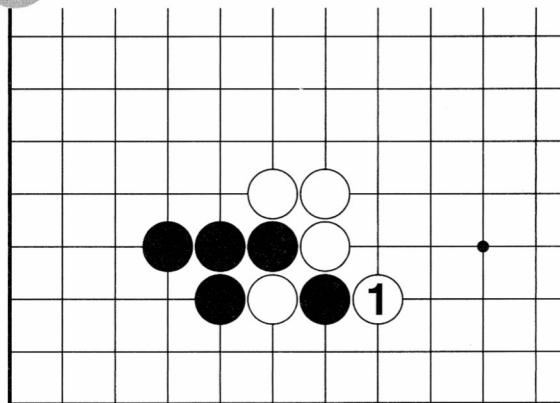
Judgment
ability

How should Black answer ①?

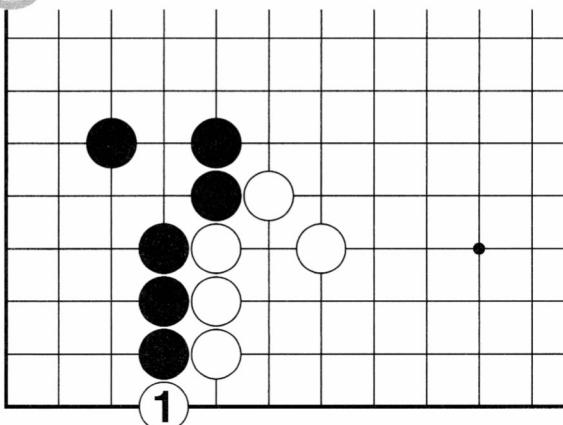
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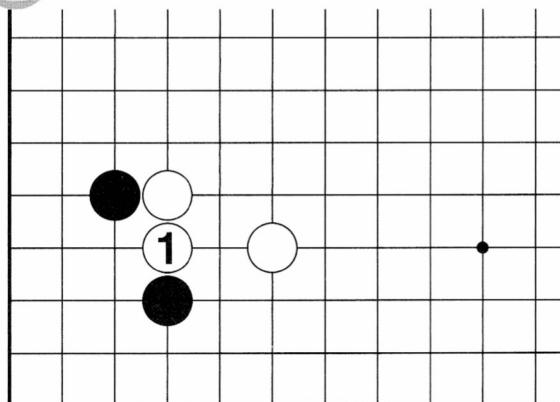
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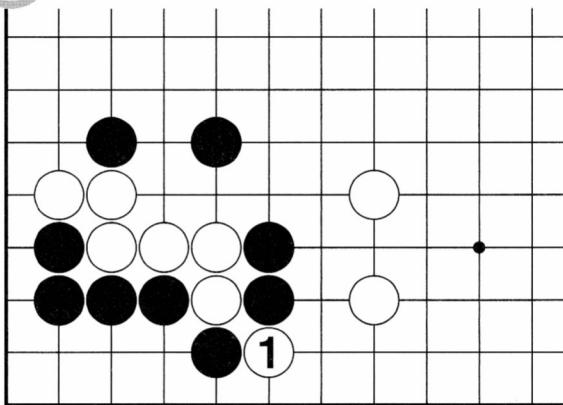
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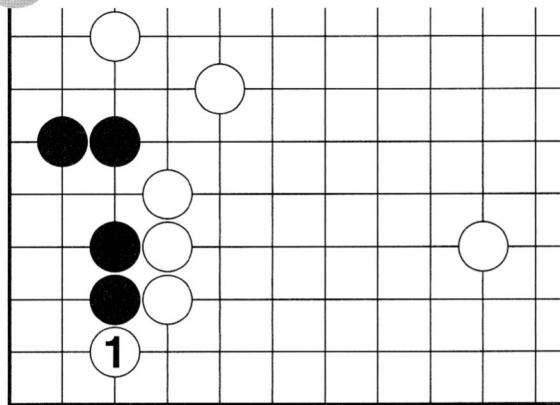
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17

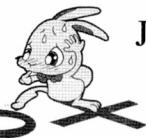


18



20

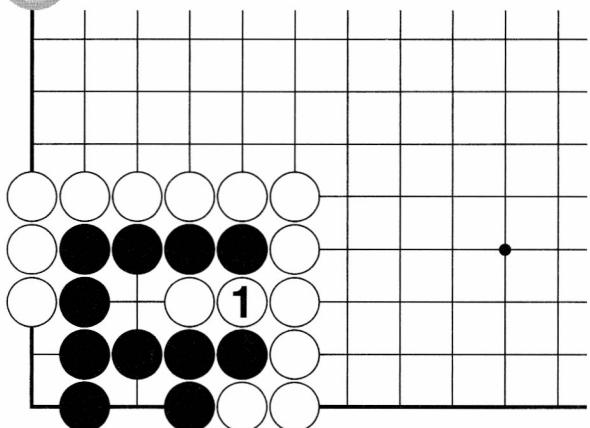
How to Answer



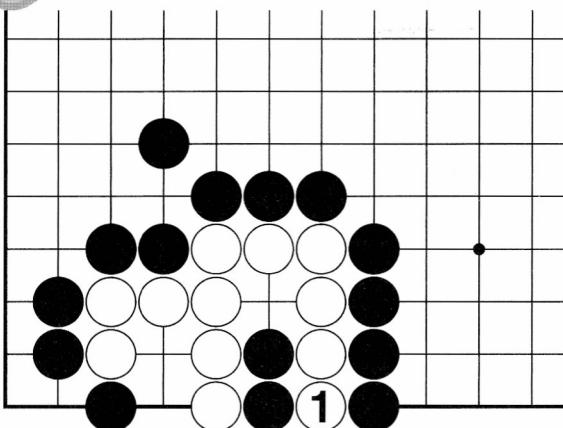
Judgment
ability

How should Black answer ①?

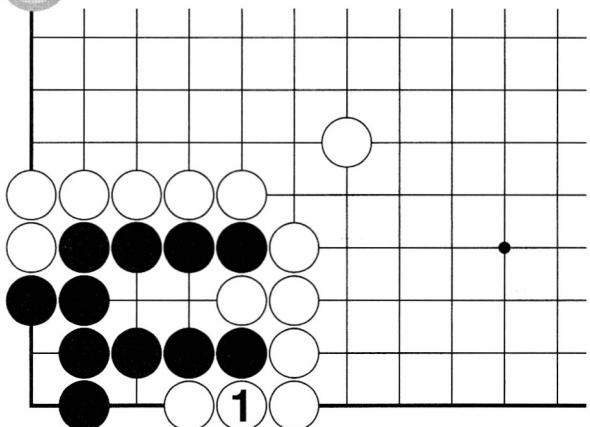
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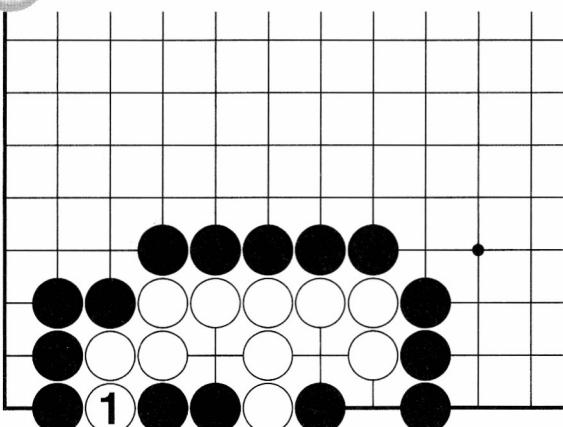
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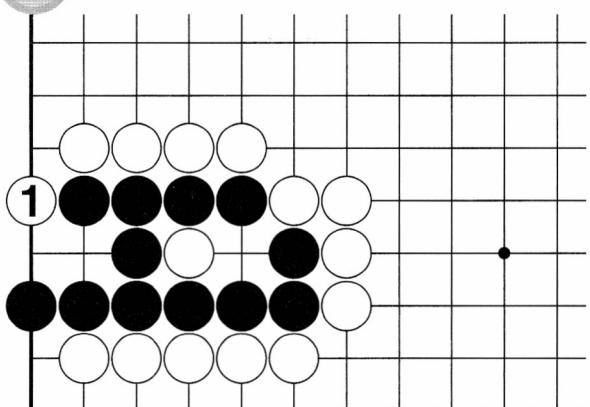
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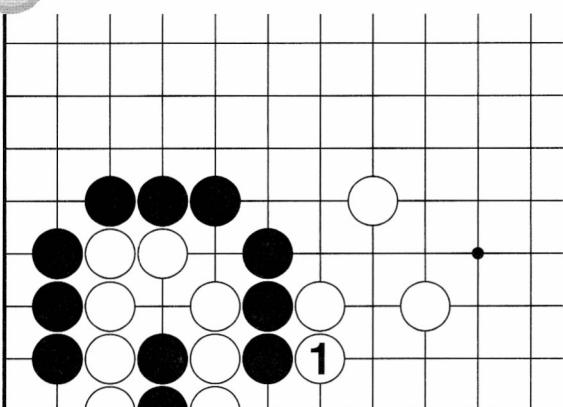
22



23



24



Level Test

Here are three level tests for you to check what you've learned from studying this book.

Answer the 20 problems in each test. One point for every correct answer. Count up your score.

To see your progress, look at the table below.

In all problems, it's Black's turn.



Result	Evaluation
20~17 points	Great! You are a Baduk hero!
16~12 points	Almost perfect!
11~8 points	Review the book one more time!
7~0 points	Try a little harder!



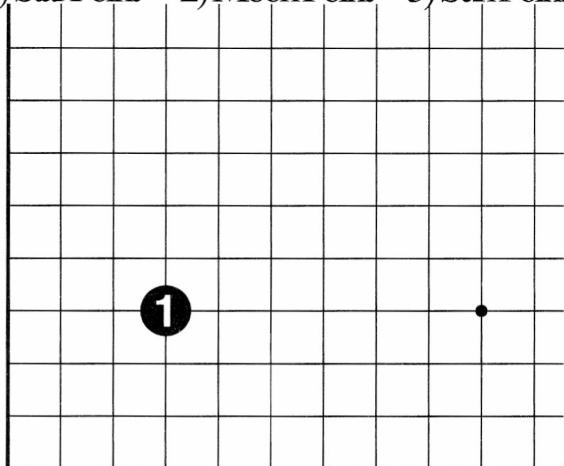


Level Test

1 Corner Terms

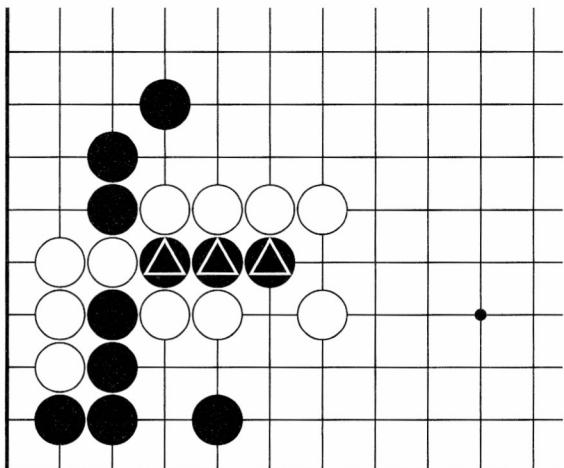
What is the name of this move? ()

- 1) Star Point 2) Moon Point 3) Sun Point



3 Can you Escape?

Yes () No ()



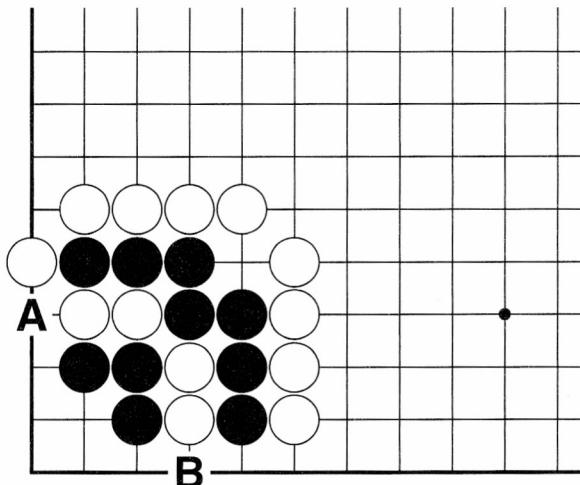
2 Right Attitude

Which one is the right attitude? ()

- 1) After losing a game be irritated.
- 2) Playing only with weaker players.
- 3) Not listening to your teacher.
- 4) Not worrying about the result of a game.

4 Which Stones to Capture?

Circle A or B.

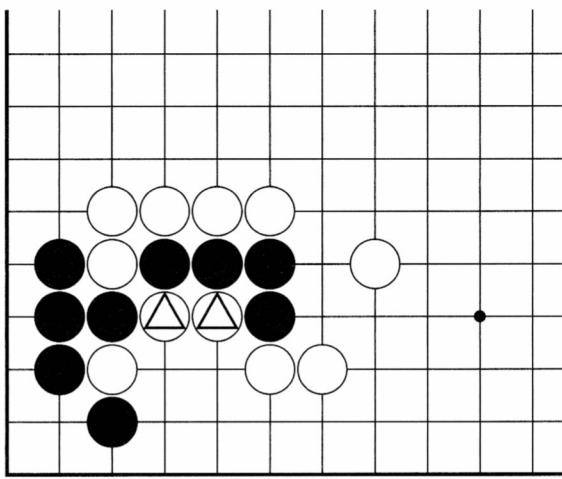




Level Test

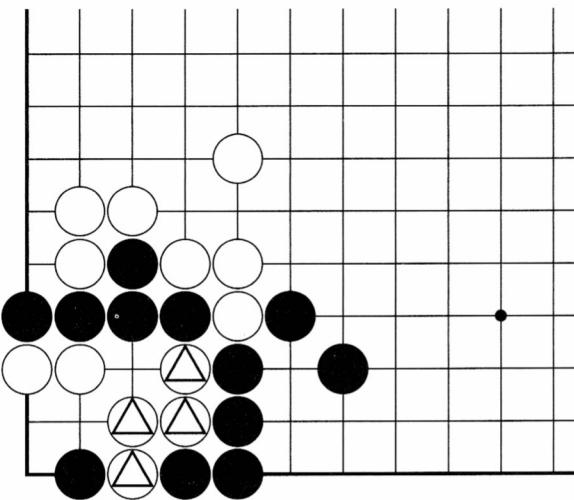
5 Atari (Dansu) While Cutting

Capture the \triangle stones.



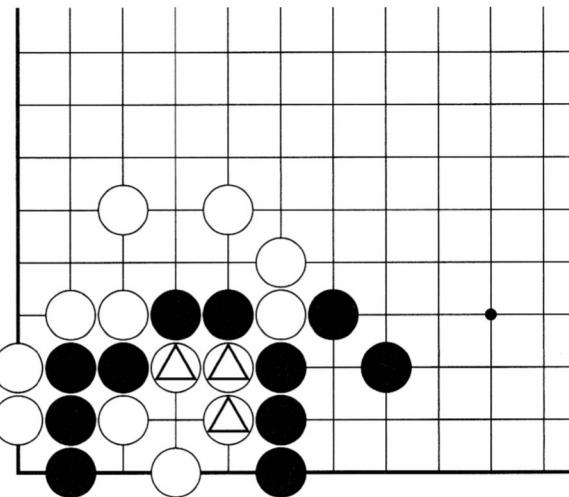
6 Beware of Jachung

Capture the \triangle stones.



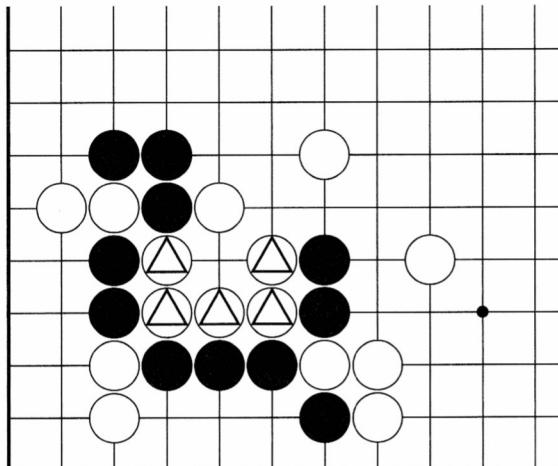
7 Chokchoksu 1

Capture the \triangle stones.



8 Where to Atari (Dansu)

Capture the \triangle stones.

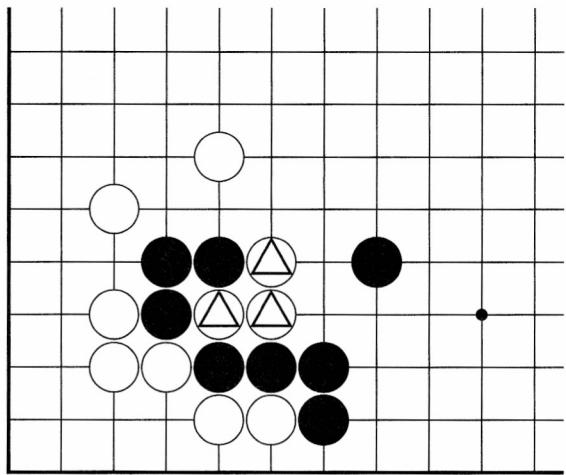


1

Level Test

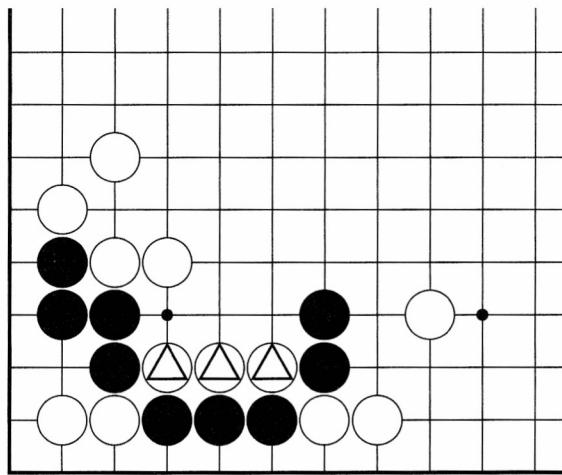
9 Blocking the Way Out

Capture the \triangle stones.



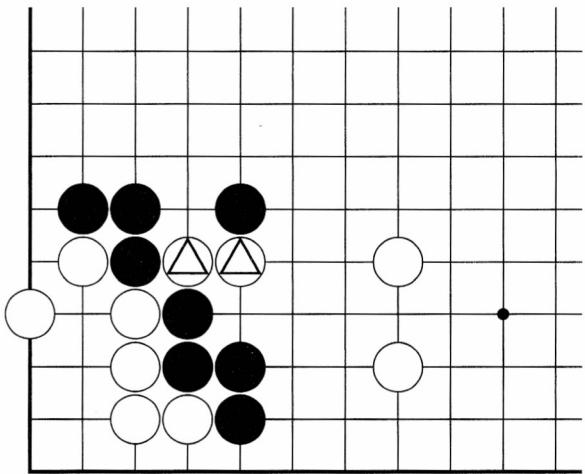
10 Reduce Liberties while Cutting

Capture the \triangle stones.



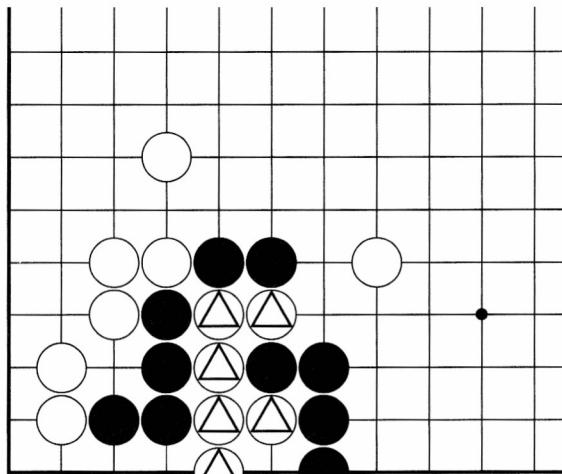
11 Blocking the Way Out

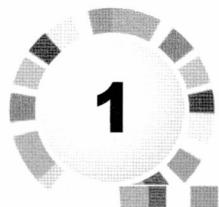
Capture the \triangle stones.



12 Blocking the Way Out

Capture the \triangle stones.

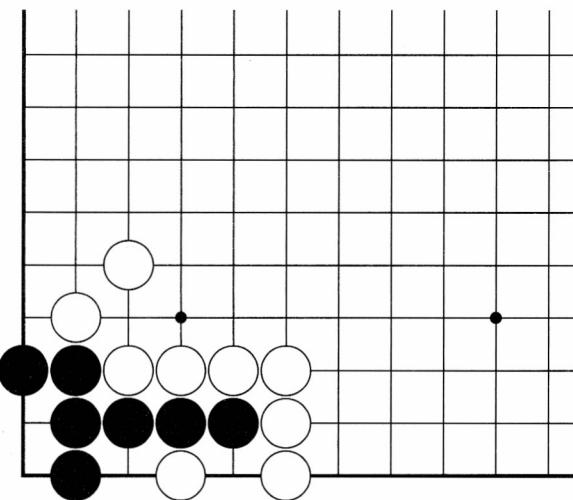




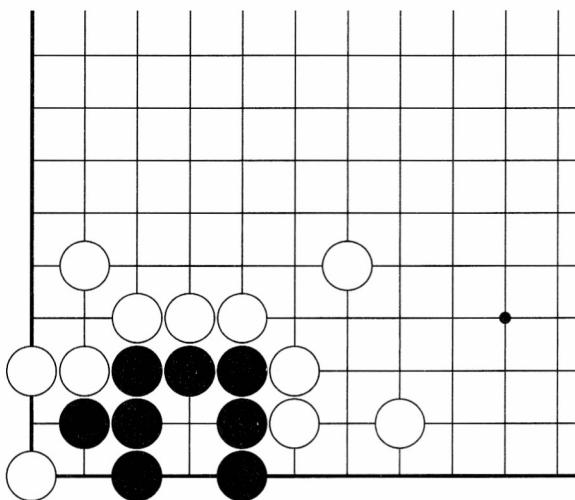
Level Test



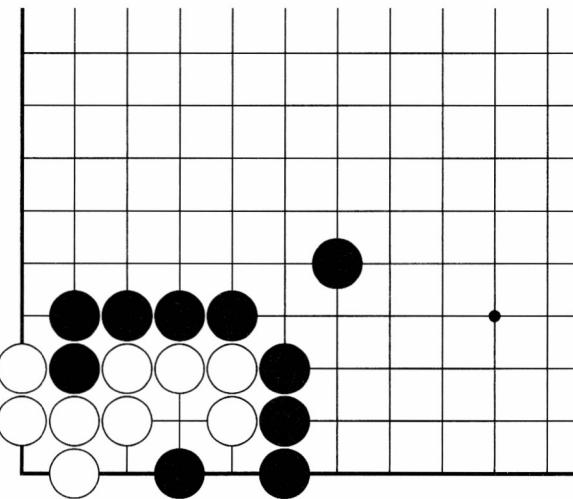
13 Two Adjacent Points Die
Save Black.



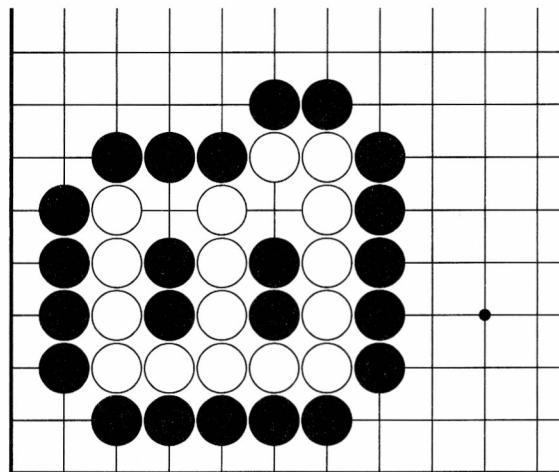
14 Two Adjacent Points Die
Save Black.



15 The 2nd Eye
Capture White.



16 The 2nd Eye
Capture White.

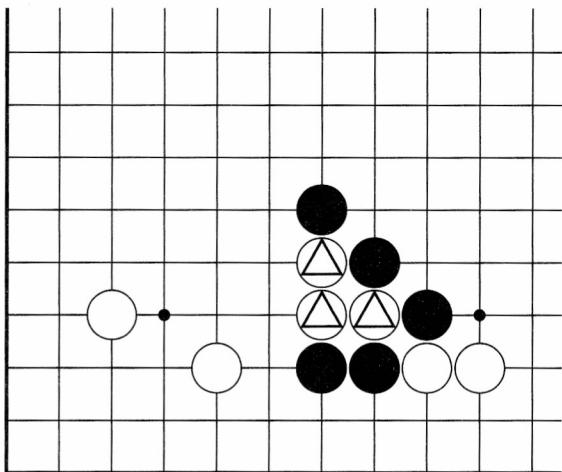


1

Level Test

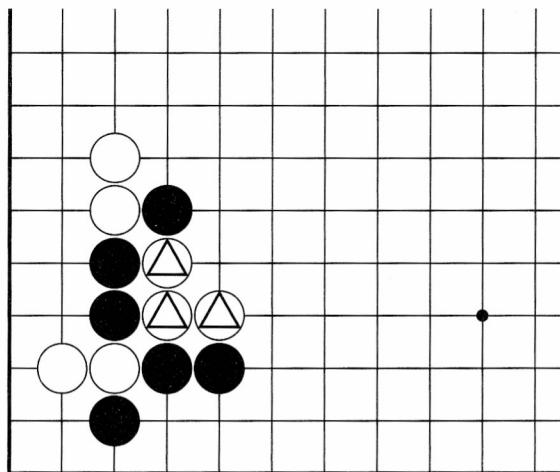
17 Ladder Breaker

Capture the \triangle stones.



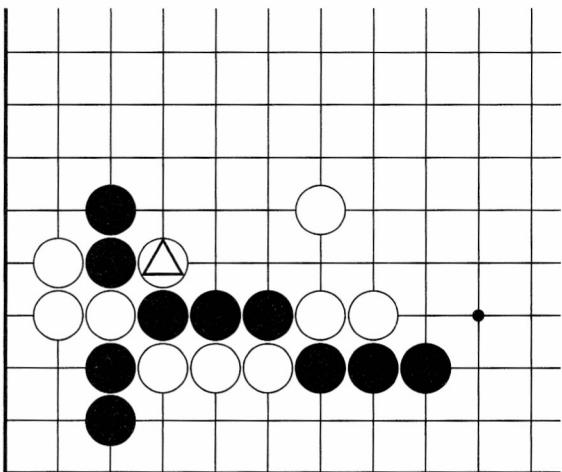
18 Ladder

Capture the \triangle stones.



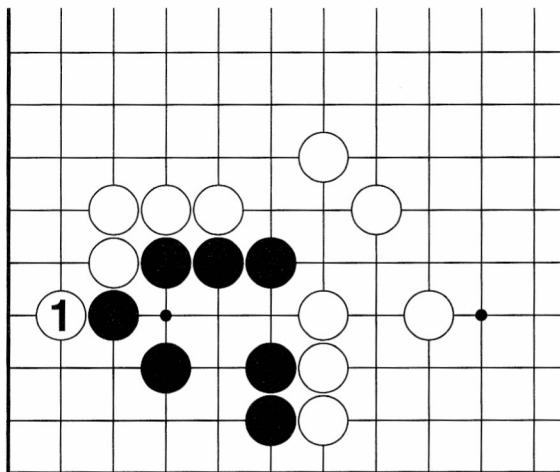
19 Net - 2 Liberties

Capture the \triangle stones.



20 How to Answer

How should Black respond to ①?



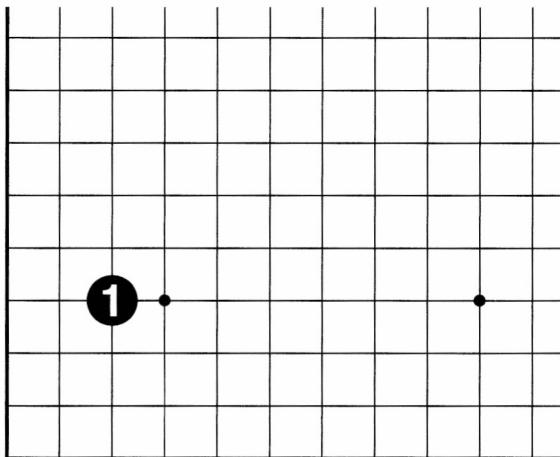


Level Test



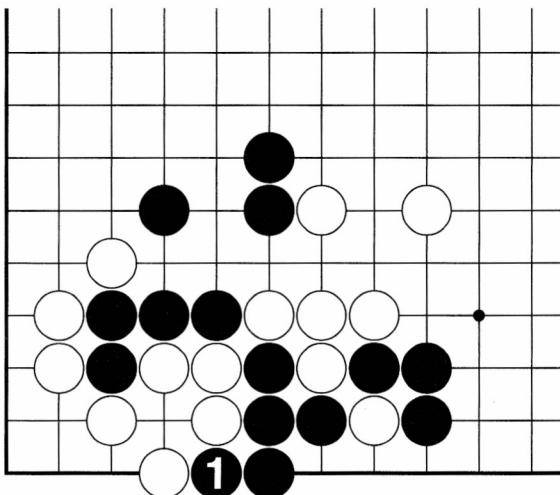
1 Corner Terms

What is the name of this move? ()
1) 4-5 Point 2) 3-4 Point 3) Star Point



3 Good or Bad Move?

Good () Bad ()



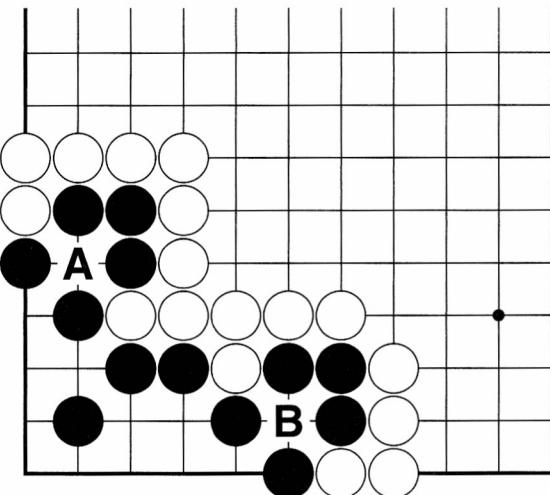
2 General Baduk Knowledge

What is mainly developed while playing Baduk? ()

- 1) hip
- 2) legs
- 3) brain
- 4) fingers

4 Which Stones to Save?

Circle A or B.

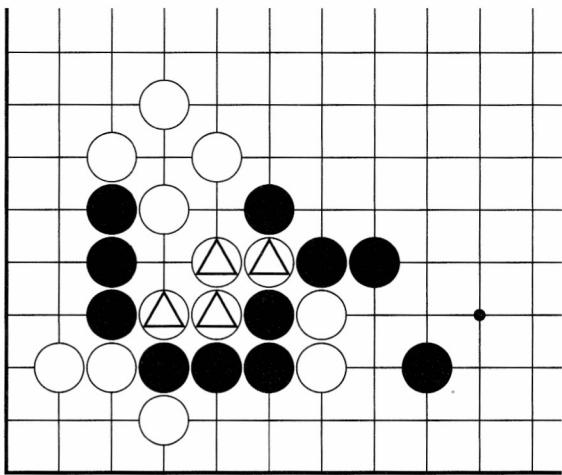


2

Level Test

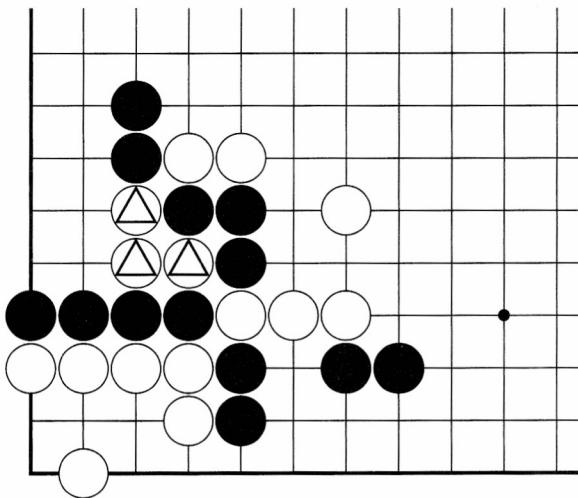
5 Where to Atari (Dansu)

Capture the \triangle stones.



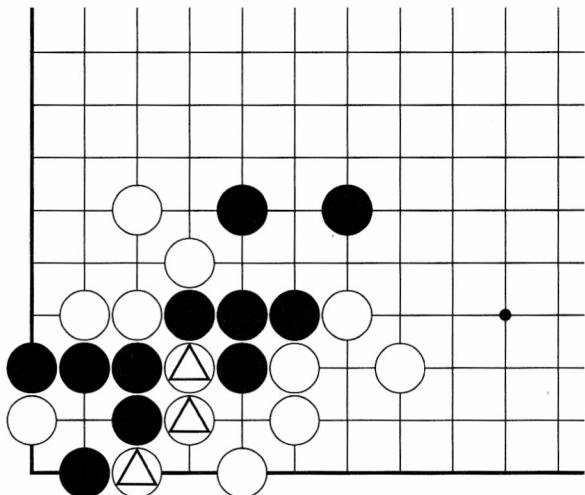
6 Atari (Dansu) to your Stones

Capture the \triangle stones.



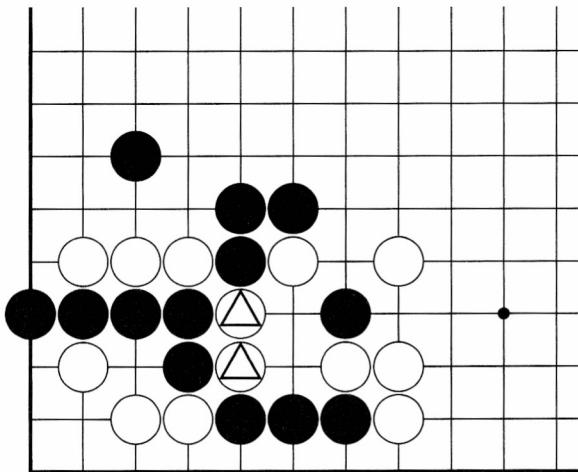
7 Chokchoksu 3

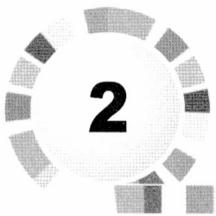
Capture the \triangle stones.



8 Where to Atari (Dansu)

Capture the \triangle stones.

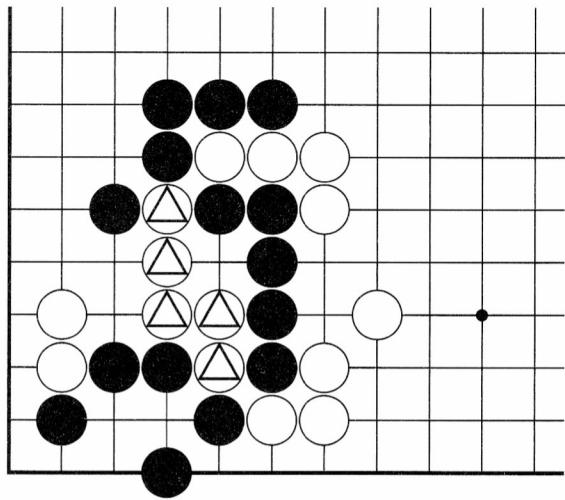




Level Test

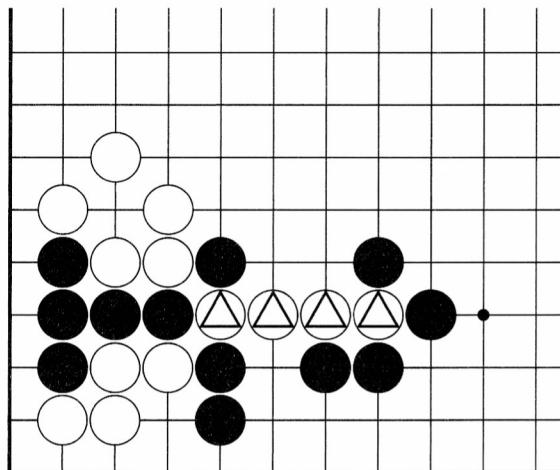
9 Reduce Liberties while Cutting

Capture the \triangle stones.



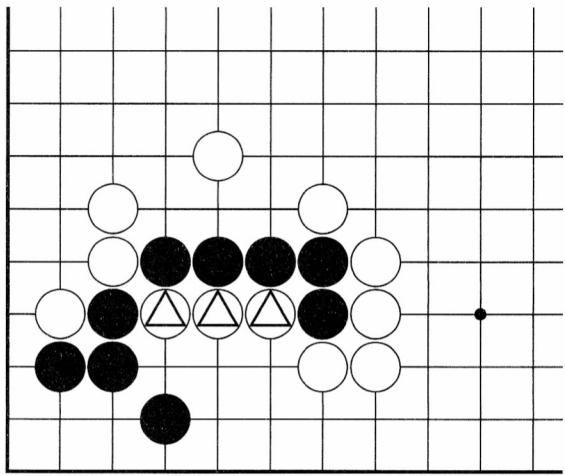
10 Reducing Liberties

Capture the \triangle stones.



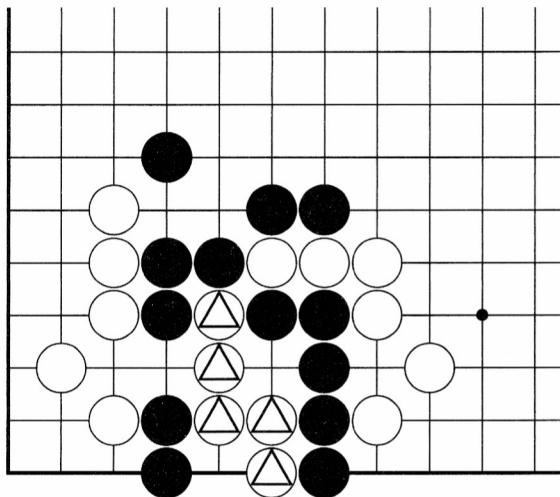
11 Reduce Liberties While Cutting

Capture the \triangle stones.



12 Outside Liberties First

Capture the \triangle stones.



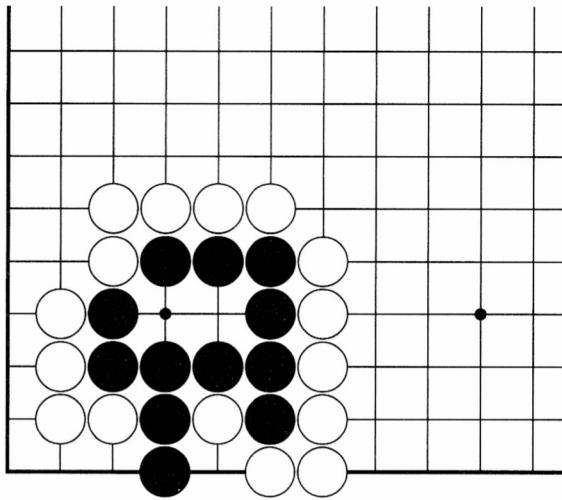


2

Level Test

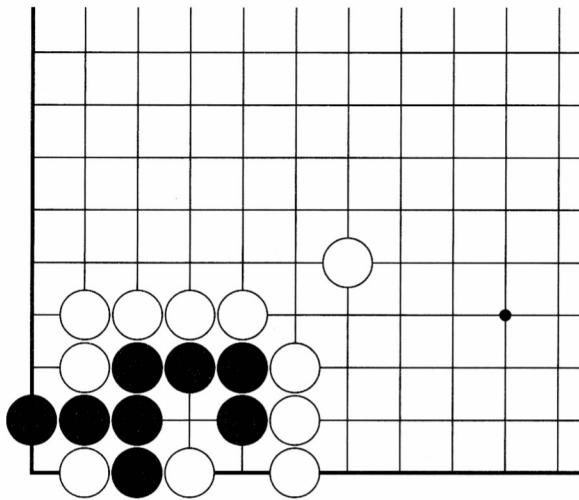
13 Two Adjacent Points Die

Save Black.



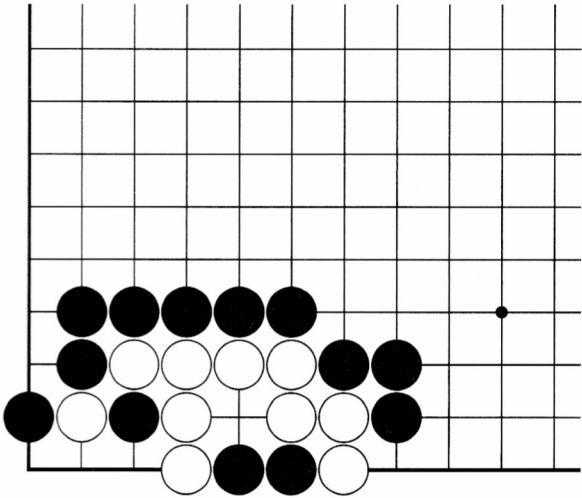
14 The 2nd Eye

Save Black.



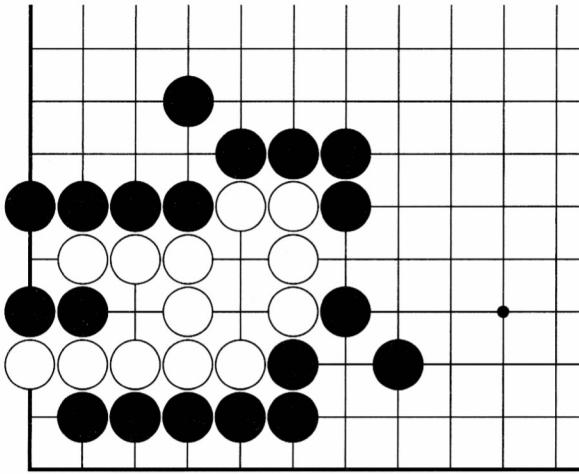
15 Two Adjacent Points Die

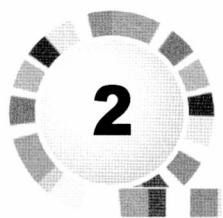
Capture White.



16 The 2nd Eye

Capture White.



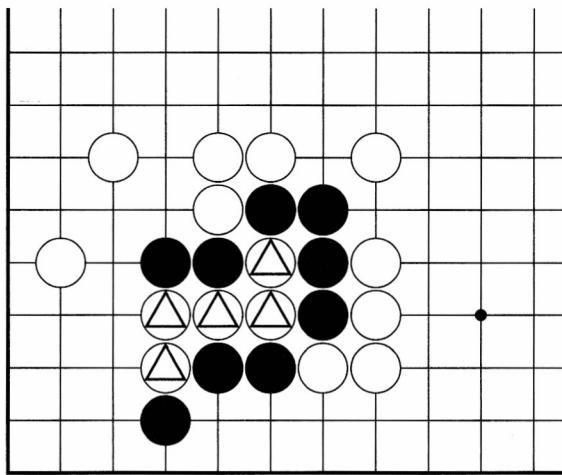


Level Test



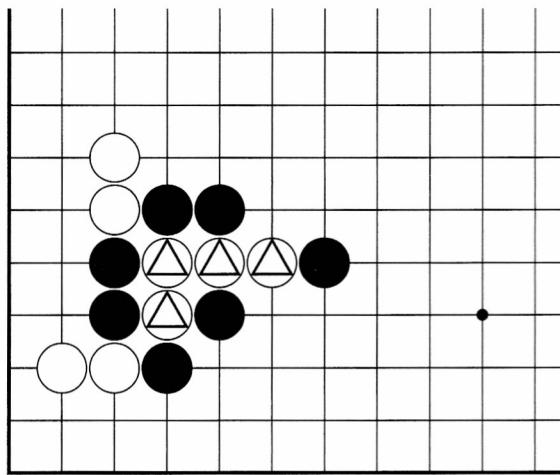
17 Ladder Breaker

Capture the stones.



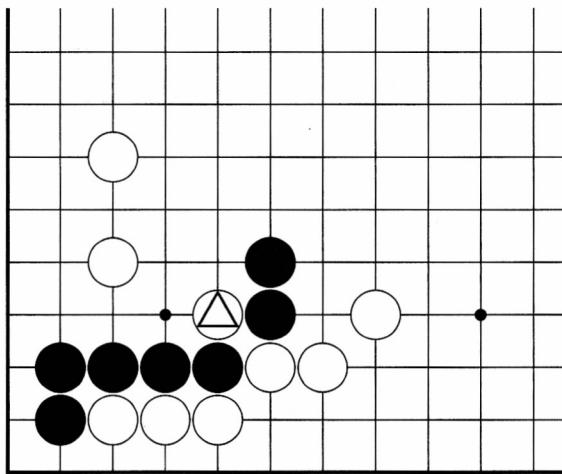
18 Ladder from Weak Stones

Capture the  stones.



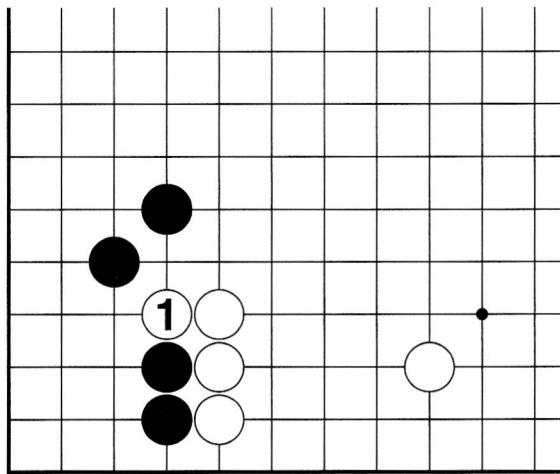
19 Net - 2 Liberties

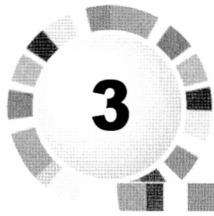
Capture the  stones.



20 How to Answer

How should Black answer ①?



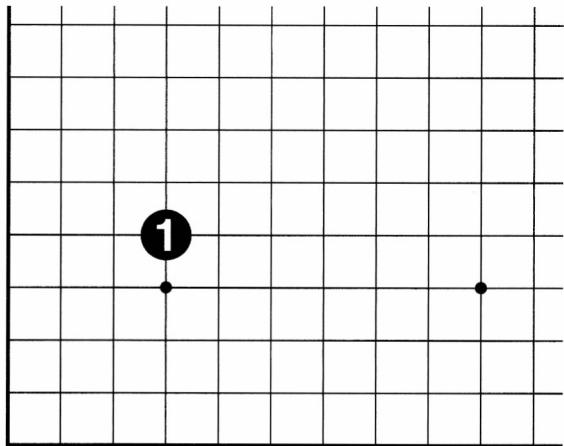


Level Test

1 Corner Terms

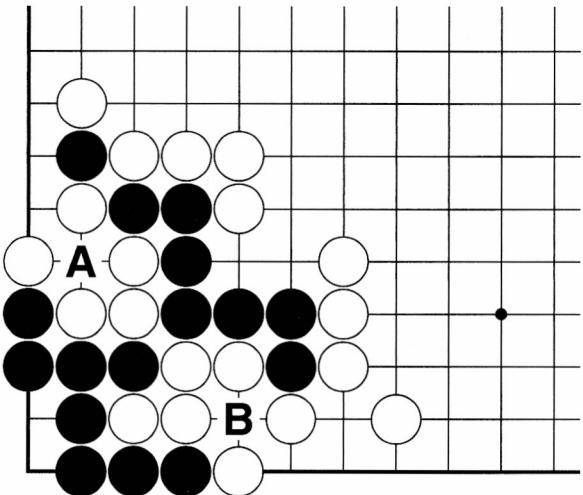
What is the name of this move? ()

- 1) 4-5 Point 2) 3-4 Point 3) Star Point



3 Which Stones to Capture?

Circle A or B.



2 Baduk Terms

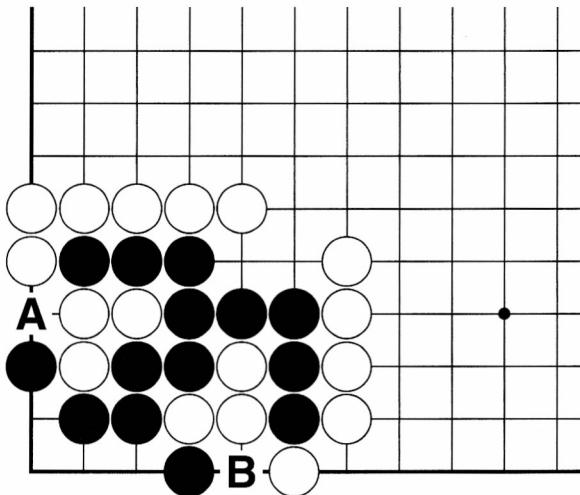
What is the name of the capturing technique where you don't play atari?

()

- 1) ladder
 - 2) chokchoksu
 - 3) super-ultra atari
 - 4) net

4 Which Stones to Capture?

Circle A or B.

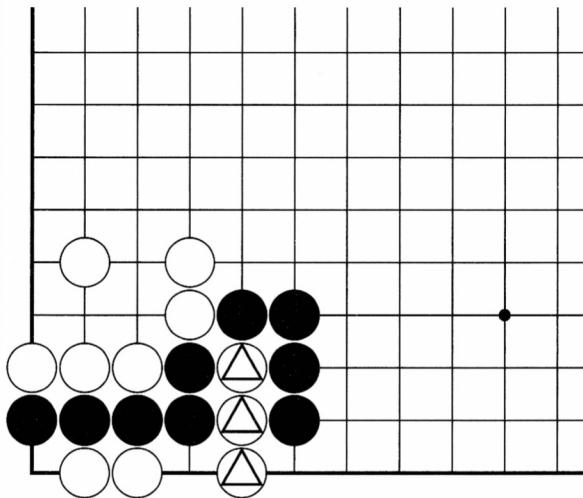




Level Test

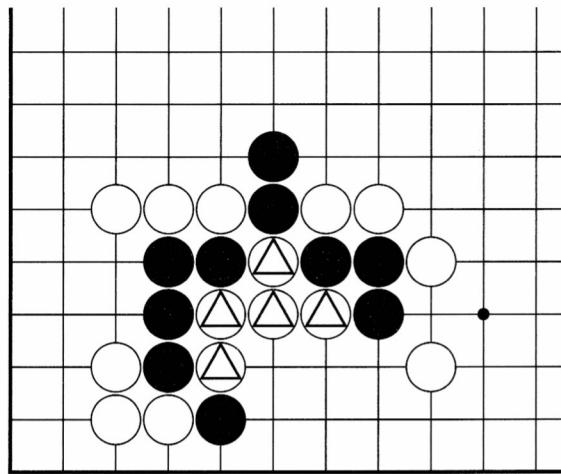
5 Beware of Jachung

Capture the \triangle stones.



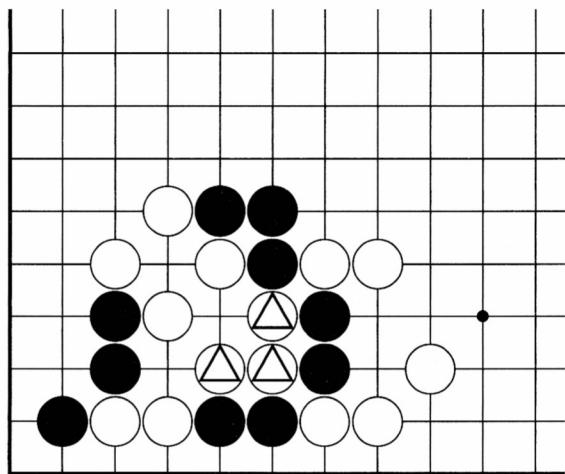
6 Atari (Dansu) to your Stones

Capture the \triangle stones.



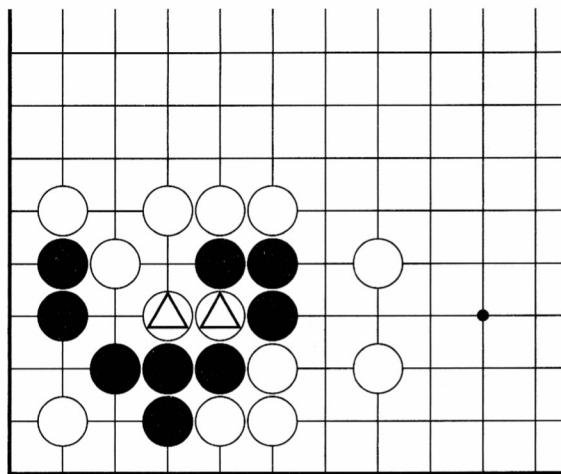
7 Chokchoksu 1

Capture the \triangle stones.



8 Where to Atari (Dansu)

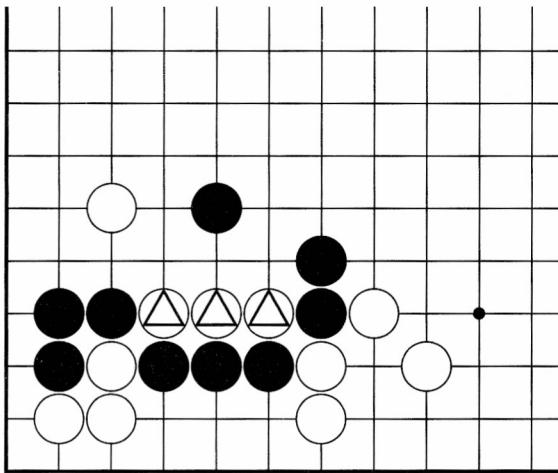
Capture the \triangle stones.



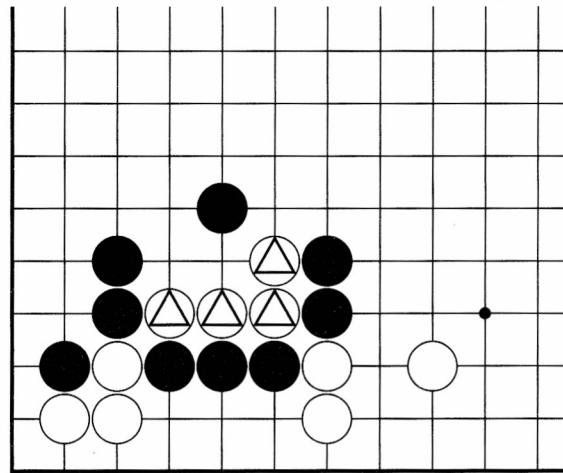
3

Level Test

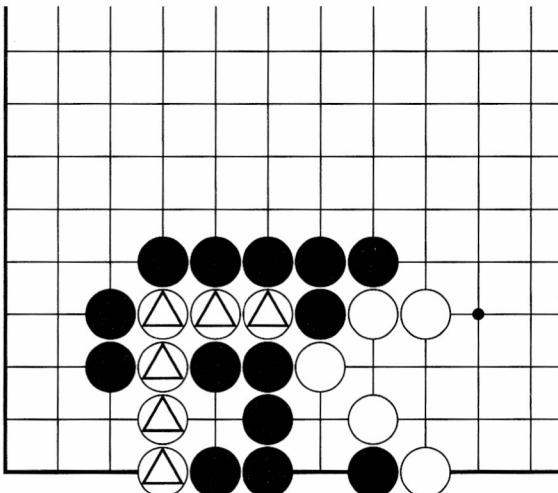
- 9 Reduce Liberties While Cutting
Capture the \triangle stones.



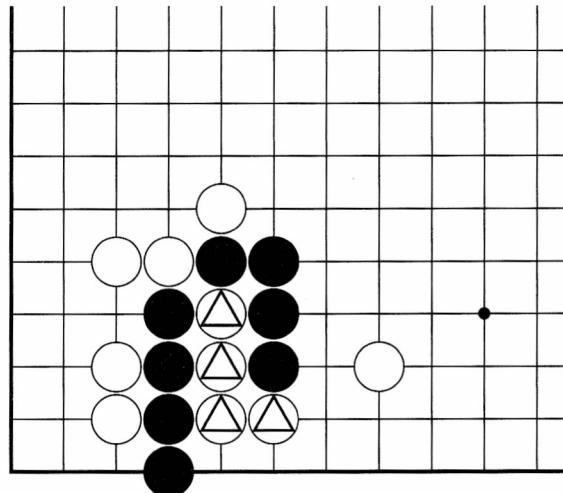
- 10 Blocking the Way Out
Capture the \triangle stones.



- 11 Outside Liberties First
Capture the \triangle stones.



- 12 Blocking the Way Out
Capture the \triangle stones.



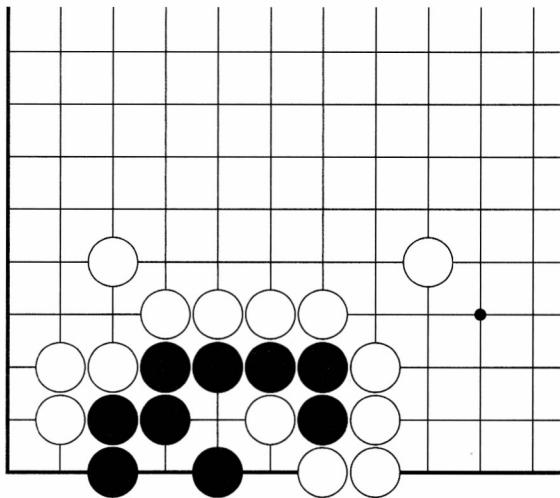


Level Test



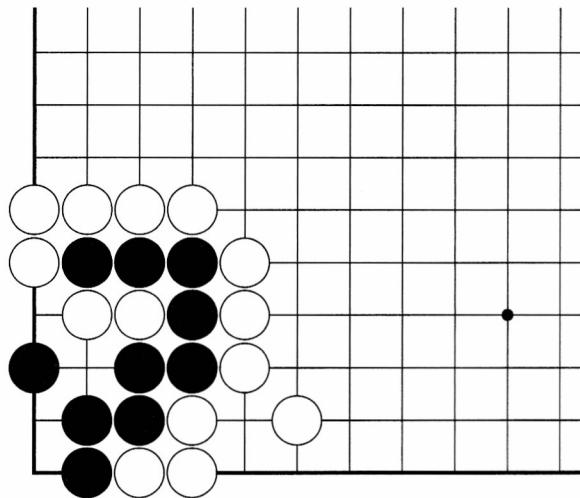
13 The 2nd Eye

Save Black.



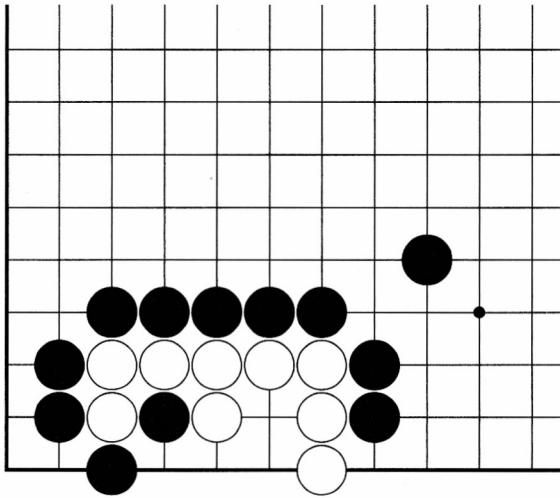
14 Two Adjacent Points Die

Save Black.



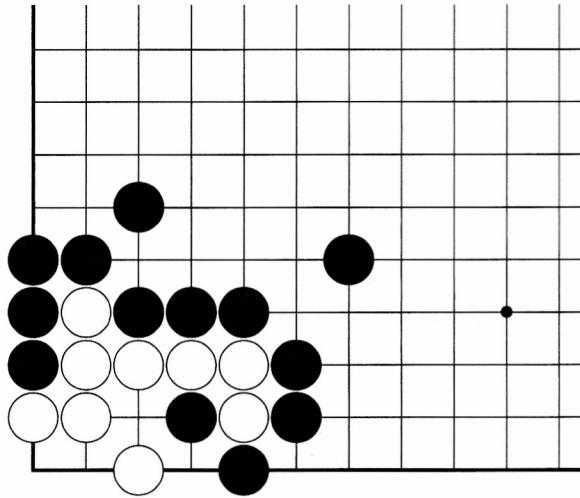
15 The 2nd Eye

Capture White.



16 Two Adjacent Points Die

Capture White.



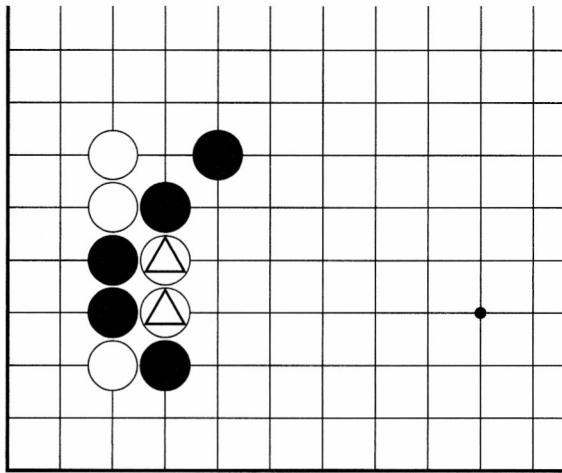
3

Level Test



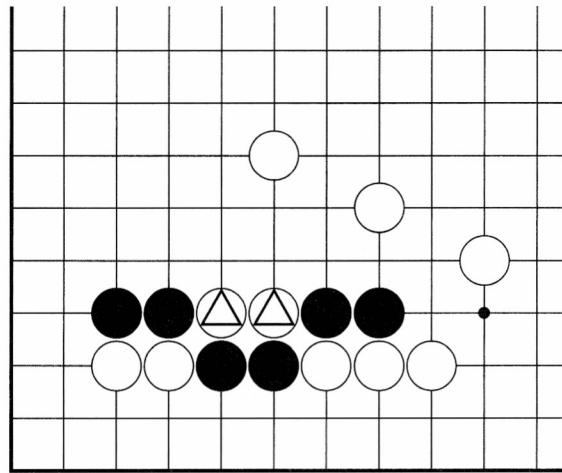
17 Ladder from Weak Stones

Capture the \triangle stones.



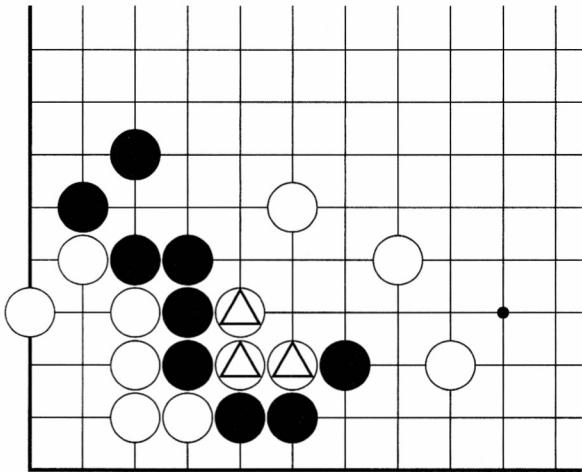
18 Ladder Breaker

Capture the \triangle stones.



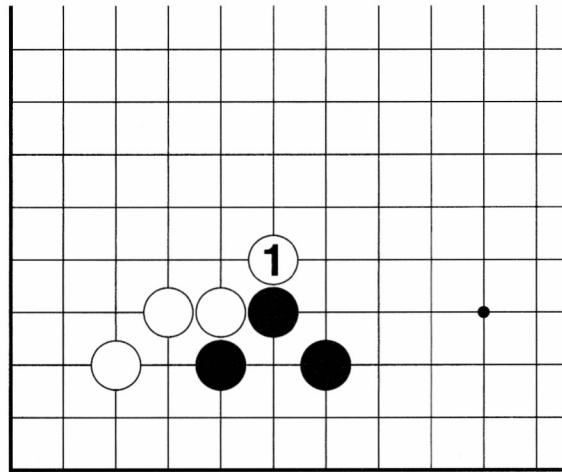
19 Net - 2 Liberties

Capture the \triangle stones.



20 How to Answer

How should Black respond to ①?





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LEVEL UP 1-5 (FOR BEGINNERS)



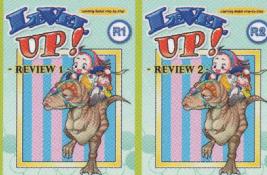
For these introductory books no previous knowledge is needed.
Let's discover the world of Baduk (Go) by studying the very basic concepts, techniques, strategy and culture.

LEVEL UP 6-10 (FOR BASIC LEVEL)



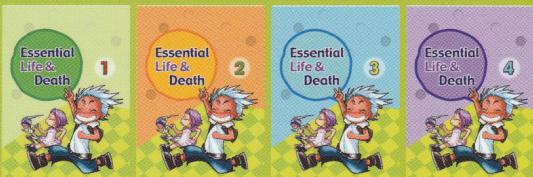
After Level Up 1-5, if you are interested in Baduk, you can fall into Baduk with these books more and more.

LEVEL UP REVIEW 1 & 2



In R1, you can review all the chapters from Level Up books 1-5 and in R2, the Level Up books 6-10 are reviewed.

ESSENTIAL LIFE & DEATH 1-4 (FOR INTERMEDIATE AND ADVANCED LEVEL)



These books go over very efficient problems that appear several times in real games.
Also, it breaks down main problems into lots of problems to make it easier to understand without a teacher.
The books 1-2 are for intermediate and 3-4 for advanced level.



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